PLAYSTATION 2 MAGAZINE

PS2

PLAYING PS2 LONGER, HARDER, FASTER

ISSUE 56 ■ MAG+DVD ■ £3.99

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AMAZING FIRST PLAY!

GETAWAY REVIEWED
BLACK MONDAY RATED INSIDE

PSP HITS JAPAN
LAUNCH PLANS REVEALED

IN THIS ISSUE

- WWE Smackdown Vs Raw
- Goldeneye: Rogue Agent
- Prince of Persia: Warrior Within
- TimeSplitters: Future Perfect
- Ratchet & Clank 3
- Eyetoy: Play 2
- Jak 3

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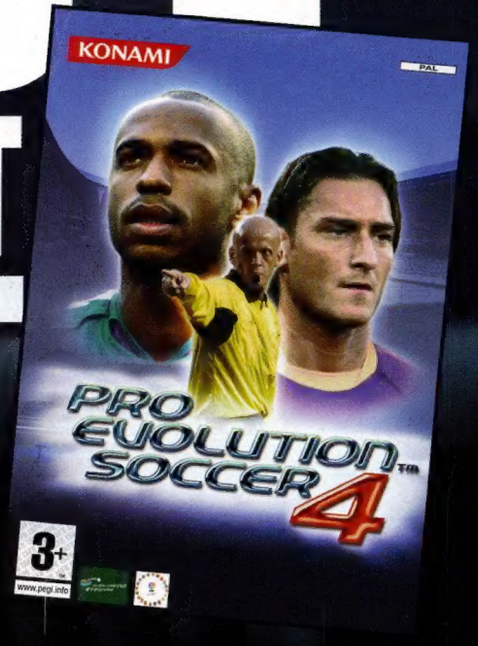

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Earth Will Never Be The Same

Welcome to PSM2

And so another year draws to a close and a... a... What a month eh? EH? Oh look, let's start again. It's hard to come up with a cohesive introduction to the best PlayStation magazine you can buy when there's the distant chiming of a *San Andreas* AK47 on the other side of the office to distract you. <What?! You've got a jet already?! How? Giz that joypad 'ere!>

Where were we? Yes. Videogames then... The state of the indu... <You shot him with what? How have you got *THAT*!?> Are marketing budgets now more important than gameplay? Isn't it high time we <Watch it! WATCH IT! Aw, fudge! Now we're going to have to go back and get the truck again!>. Ahem. It's time we... We... <Are you only there? Christ, I did that ages ago! My Sex Appeal rating is of the chart!> Videogames have never been so... So... <So when are you going to stop playing like a little girl and let me have a go?> Hold up. Is that San Andreas review finished yet? Page 50, y'say? The biggest and best San Andreas review ever? With the ultimate guide to all the games secrets on the way for next month? Now you're talking! But I've got the intro to write all about... about... the state of videog... <Oh man, this is a good bit. Wait til you see what happens... wait... Hah! You weren't expecting that!> Yes, of course the intro is done! Just. About. Now...

ONLY PSM2 BRINGS YOU...

Accelerator:

- Scything, clag-stripped news, interviews and screens from the world's biggest games
- More hands-on verdicts than any other mag
- PSM2 takes you behind the scenes like no-one else can, or dares
- No bullshit opinion

Hands-On:

- We play every game we preview
- Exclusive screenshots showing in-game action
- Exclusive opinion tells you what we really think

Reviews:

- The most in-depth, most detailed reviews out there
- Waffle-free opinion, buyers advice with scores you can trust
- Every level, every vehicle, every mode tried and tested
- More shots than any other mag
- Hard-hitting, butt-munch free opinion

Tips:

- We're first with the latest tips, codes and cheats
- Dedicated to making you better at games
- Expert walkthroughs with proper screenshots
- Ultra Dojo – the only mag with a dedicated challenge arena

DVD:

- Shows more new games than any other PS2 mag's DVD
- Opinionated commentary rather than PR voice-over
- Less CG intro footage and more game action

PSM2 MAGAZINE PROMISE...

PSM2 is 100% independent. We write what we want, when we want. We don't ridicule popular opinion for the sake of controversy. Or generate hype without fact. We're not afraid to admit to our mistakes. And we're always first to put things right. We say it as we see it. Fact.

- Unlike any other PS2 mag, here at PSM2 we play every game we preview – that means genuine hands-on opinion, not what we've read about on the net.
- We're gamers just like you – and that's means we go into the kind of detail you demand. Check our sidebars for the latest facts and stats or screenshots that show off all the newest features.
- PSM2 is 100% editorially independent! You won't read the same quality of hard-hitting, informed, accurate – and, crucially, passionate – reviews anywhere else.
- We feature more screenshots than any other magazine.
- We actually like games. Sometimes love. Sometimes hate. And sometimes... hurrr... well, y'know...
- PSM2 – playing PS2 longer, harder, faster. Still.

"IMAGINE REMAKING THE GODFATHER WITH STEVE GUTTENBERG." POP2 PAGE 58.

Conte

82 **EYETOY: PLAY 2**
Dance like a fool, make virtual chips and play a guitar that, mysteriously, only has three chords, yet can still produce entire songs. Unique!

76 **JAK 3**
The biggest platformer we've ever seen is, sadly, more of the same. Still, 'the same' is excellent, so we can't really complain now, can we?

16 **PSP FOR JUST £100!?**
Sony unveil launch details of their amazing pocket PlayStation. Does this mean a bargain UK price is on the cards?

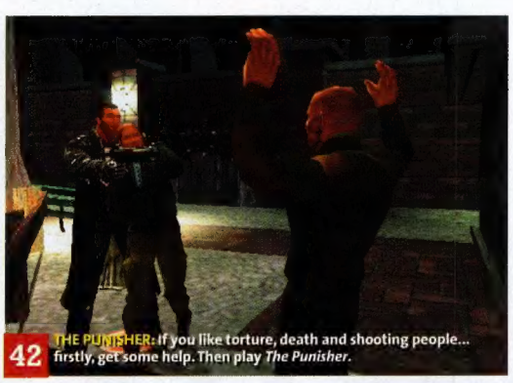
You want more?!
How about Gran Turismo 4 (pg 40) Mercenaries (pg 36), Mortal Kombat tips (pg 100), your Letters (pg 12), and amazing San Andreas codes (pg 97)?

WORLD EXCLUSIVE!

CALL OF DUTY: FINEST HOUR

We've got the FIRST REVIEW! Better than Medal of Honor, this is war at its finest.

29



42 THE PUNISHER: If you like torture, death and shooting people... firstly, get some help. Then play *The Punisher*.

"COULD BE THE MOST VIOLENT GAME EVER"

78 SEGA SUPERSTARS: The best EyeToy game yet.

83 THIS IS FOOTBALL: Yes, it is indeed. *Shit* football.

THIS MONTH IN

16 **ACCELERATOR**
The place with the hottest PS2 stories, news from developers, insider gossip and release info.
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nts

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PLAYING PLAYSTATION 2, LONGER, HARDER, FASTER

HUGE REVIEW!

GTA: SAN ANDREAS

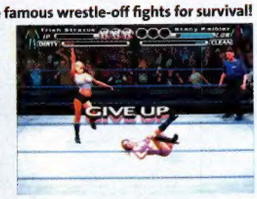
The verdict is in, and guess what? It really is the best game on PS2. Find out more with the biggest and best review!

50

READY TO RUMBLE! 68

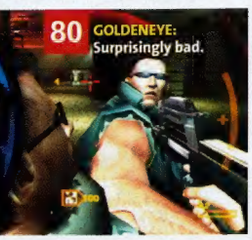
SMACKDOWN VS RAW

The famous wrestle-off fights for survival!



YOUNG ONE, DARE YOU ENTER THE ULTRA DOJO

THE BATTLE CONTINUES ON PAGE 106



PSM2 - THE WORLD'S GREATEST PS2 MAG!

36 HANDS-ON

Written by gamers for gamers. We've played every game we preview. And that's a promise.

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48 REVIEWS

PSM2 is 100% independent, which is why we have the *only* reviews you can trust!

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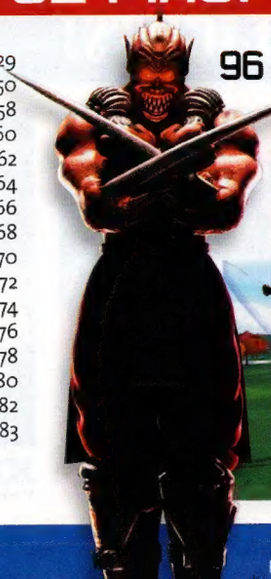

96 PRO TIPS

You want tips? You got 'em. Pro Tips is the only place to go if you need expert help!

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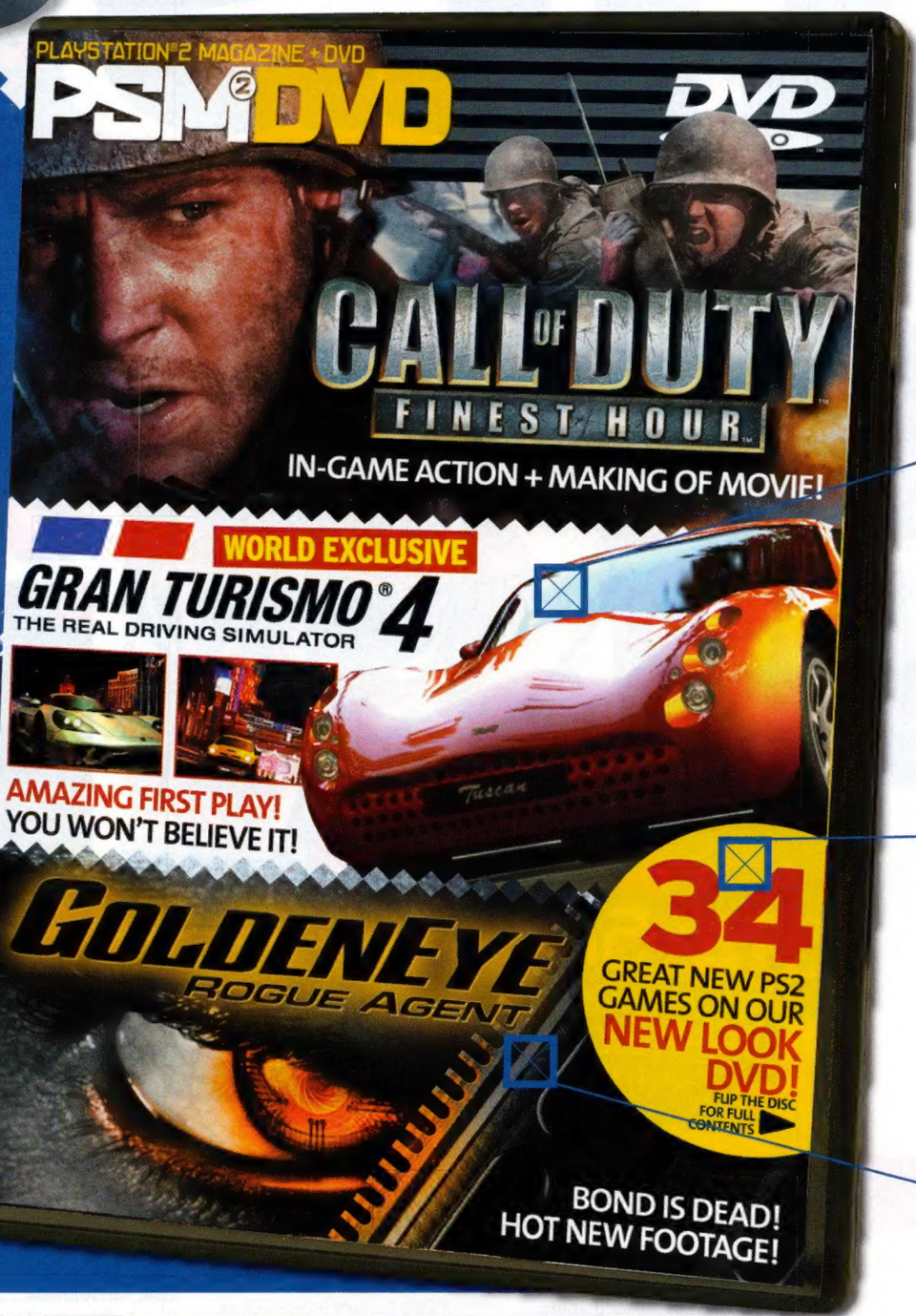
Mortal Kombat 100
Tiger Woods 2005 102

ON THE DVD

THE BEST GAMES ■ THE BIGGEST DISC

OUR DVD COMES LOADED WITH ACTION!

PSM2's new, easier, cleaner, sexier DVD is here!



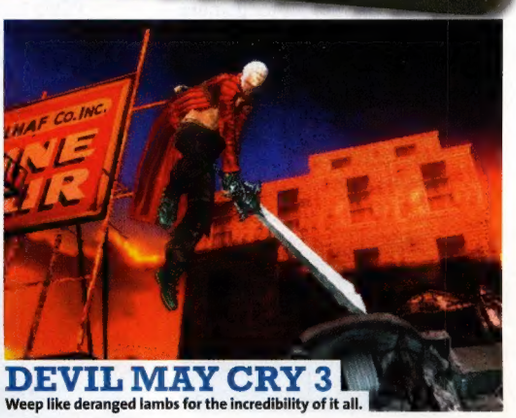
CALL OF DUTY: FINEST HOUR

Should you answer or just pretend to be out? Listen to your messages now!

THIS MONTHS PSM2 DVD HIGHLIGHTS!

RATCHET & CLANK 3
Could this finally have bettered the *Jak* series?

KILLZONE
The hellishness! The ghastliness! The skincare tips for masked men!



DEVIL MAY CRY 3
Weep like deranged lambs for the incredibility of it all.

IT'S ON THE DISC

If you see this logo stamped on a game it means that there's footage of it to watch on the DVD. Check the list over there to the right for each section's contents or just dive in and cruise, dude.

DVD VIDEO™

ALSO ON THIS MONTHS PSM2 DVD...

GRAN TURISMO 4

Like having your eyelids kissed by dark-haired French girls tattooed 'Voiture'.

34 INCREDIBLE GAMES!

Don't even try shaking a stick at that kind of quantity.

GOLDENEYE: ROGUE AGENT

Or should that be 'Browneye'? Is EA's latest Bond game truly 'Rogered'?

WWE: SMACKDOWN! VS RAW

Which American has the most 'issues'? A thunderous clash of pants to decide! ■

LATEST

All the latest news and rumours in one watchable TV-friendly burst. Sit back and know everything.

CALL OF DUTY: FINEST HOUR

- GOLDENEYE: ROGUE AGENT
- GRAN TURISMO 4
- DEVIL MAY CRY 3
- EYE TOY CHAT
- PRINCE OF PERSIA

HANDS ON

The place to see exclusive footage from all the hot games of the future.

JAK 3

- RATCHET & CLANK 3
- THE URBZ
- THE GETAWAY: BLACK MONDAY
- WWE: SMACKDOWN! VS RAW
- VIEWTIFUL JOE 2
- SHADOW OF ROME
- RUMBLE ROSES
- CAPCOM FIGHTING JAM
- DEMENTO
- OKAMI
- HARD LUCK
- RESIDENT EVIL: OUTBREAK 2

REVIEWS

Reviews for every new PS2 game. Complete with commentary from the team.

KILLZONE

- X-MEN: LEGENDS
- WRC 4
- TY THE TASMANIAN TIGER 2: BUSH RESCUE
- METAL SLUG 3
- PRINCE OF PERSIA: WARRIOR WITHIN
- TOCA RACE DRIVER 2
- STAR WARS BATTLEFRONT
- LEISURE SUIT LARRY
- SINGSTAR PARTY
- GET ON DA MIC
- BACKYARD WRESTLING 2: THERE GOES THE NEIGHBOURHOOD

MAKING OF

A glimpse behind the scenery of developerland – never in the history of human endeavour have so many Star Wars toys surrounded so few grown men.

THE MAKING OF CALL OF DUTY: FINEST HOUR

- THE MAKING OF KILLZONE
- LORD OF THE RINGS: THE THIRD AGE: BEHIND THE SCENES
- MONICA BELLUCCI PRINCE OF PERSIA: WARRIOR WITHIN INTERVIEW

HOW IT WORKS

■ Don't panic! Your machine is not busted – it's just the brand new PSM2 DVD taking over your PS2's mind for a moment.

Our new DVD is a piece of cake to navigate. Just click on the section you want to open a window revealing its contents.

■ Latest: Not a sub-menu, but a movie in its own right. This is the very latest vids, squeezed in at the last minute. And now you can skip forwards and back!

■ Hands-on: So big it comes in two parts. Select your part then click on the video you like the look of from the preview icons.

■ Reviews: All the latest games reviewed – complete with the famous PSM2 team commentary. Sick of hearing Andy wibbling on in Scottish? Click down R3 to switch to the game soundtrack.

■ Recommended: Quick links to our personal favourite bits.

■ Extras: Quirky clips and... well... extra stuff and credits to enjoy. Go for it.

■ Dojo: Your winning runs on your favourite games. Check page 108 for details.

DVD NAVIGATION

EXTRAS

■ Want some more? Here's where it's at:

SHOWREEL: In the absence of EyeToy pop videos this month – readers, come on! – we've decided to highlight the delightful feature that makes all the button-pressing chores go away.
RANDOM FACTOR: Surprise yourself by activating this function and taking a mystery tour of disc highlights.
CREDITS: Find out who does what. And give them credit for it.

DON'T MISS THE SECRET FOOTAGE!

■ Each month we hide a piece of footage on the DVD to tease you. This month's extra is gauranteed to please the more male among us...

QUOTE OF THE MONTH: "I CAN'T UNDERSTAND WHAT'S SO AMAZING ABOUT STORIES..."

Letters

THE LOUDEST VOICES IN THE PS2 UNIVERSE

► EMAIL: psm2@futurenet.co.uk – subject line 'Letters'

► WRITE TO: Letters, PSM2, Future Publishing, 30 Monmouth St, Bath, BA1 2BW

PSM2 WINNER!

Every issue, the writer of the Star Letter gets our eternal thanks PLUS a red hot package of PS2 goodies fresh from the PSM2 booty chest. Or is that chest booty? So entertain us and your fellow readers. Let the prattle commence!

FIGHTING TALK: "SONY REALLY DIDN'T WANT US 'VIP' PRIZE WINNERS AT THE PARTY"

► **Dear PSM2,**

THINGS I LEARNED AT THIS YEAR'S PLAYSTATION EXPERIENCE:

(1) Dan Dawkins is really is quite small. And smiley.

(2) "Up and coming" band Rooster know two songs. Only one of them well. Which they played four times. Three of them in a row.

(3) St John's Ambulance never have enough space blankets to go round.

(4) Prizes for winning a Singstar comp in the tent included a 'youth's' size medium T-shirt. I am 30.

(5) Sony really didn't want us 'VIP' prize winners at the after show party, cunningly telling us it was in a different hotel on our official passes.

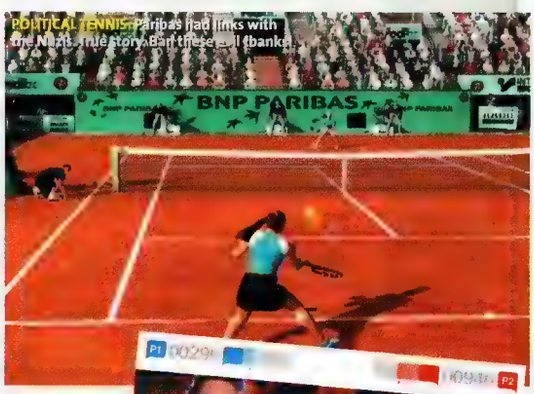
(6) Sony also forgot to bring any games to the Playstation Experience. Well, apart from *Smash Court 2*, *Sly 2* and *Singstar* of course. Where the hell were the games?

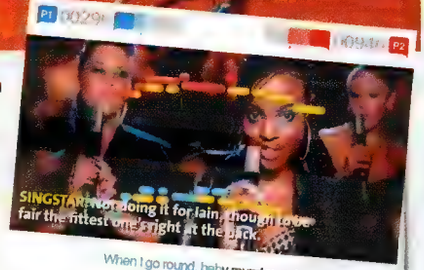
(7) Staff from rival PS2 mags don't all sit across from one another and throw things whilst making generally disparaging comments about their masculinity. This disappointed me.

(8) Men should never, ever, under any circumstances, try pole-dancing. Nor should some women. Those who 'wobble' rather than 'jiggle'.

So, thank you Sony. An Experience it certainly was...

Iain Hingston, via e-mail





When I go round, baby round round
Spend the night on me

Hooray for lists! And hooray for good letters! A couple of things: regarding point seven, don't be too hasty. In private some journos are witlessly relentless with the 'hilarious' comments about their compatriots – they'll even turn on themselves if left alone for a minute. You'd love it, but only as an anecdote. Secondly, point three was a whole, possibly bizarre story in one sentence. And made us laugh. Thanks!

IT'S JUST YOU

► Dear PSM2,

Is it just me or is Burnout 3 excruciatingly slow at times? And what's up with less traffic? Its like I'm racing legally or something. Granted it looks damn good but at what cost? The sound track is rubbish, give me kick ass guitars. Anyway, its just not as much fun as *B2*. Even as the F1 type car with a boost I got kinda bored. Damn you EA and your takeovers!

Gareth Collier, via email

Are you sure you didn't put Chitty Chitty Bang Bang on by mistake?

LOST THE PLOT

► Dear PSM2,

I've been reading your mag for ages and it seems many people like story games. This may seem weird, but I don't! I only have two – *Enter The Matrix* and *XIII* – but I don't really like them. I've tried others but got bored. They get repetitive, and after you've played them once, that's it. There's no more point playing them.

Sports games are much better because you can play again and again and it's different each time. You can also play mates on and offline, so the fun lasts forever. I can't understand what's so amazing about stories. Why do people like them so much? What am I missing?

Paul Ransom, via email

Aren't you even a *little bit* curious as to who put all those crates are there?

GOIN' POSTAL

NO BUT YEAH
I just think GTA's going to be a bit tedious. Apart from that I think its going to be one of the best games ever.
Alex Fitzroy, Stoke-on-Trent
***GTA* divides opinion – in just one man, there.**

NO TONGUES
I'm not going to do the arse kiss. Andy Savva
Oh, how about a back rub instead?

I BELIEVE
Prince of Persia 2 will be good. Grant Barter

WANDER LONELY AS A MUSHROOM CLOUD: Dante's even inspired a reader to poetry. Erk.

SPEAK TO THE TEAM DECEMBER 3RD

CALL THE PSM2 HOTLINE!

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YES now YOU can SPEAK to PSM2! Call the Hotline and leave us a message at any time, day or night! Alternatively, call us LIVE between 2pm and 5pm on Friday November 5th when we'll be answering the phone in person! And it ain't no '60p per second' porno line either! Bargain!

"MORE FUN POKING MY EYES OUT WITH TOOTHPICKS."

POETRY-IN-MOTION ENGINE

►Dear PSM2,
Some gaming haikus:

Dante, your hair's white
Like pigeon poo and snowflakes
But not Battenburg

Cute little Spyro
How do you manage to fly?
No! Don't shit on me!

For thirty-two days
I have not once had a game
Now I will explode

Oi, you lot! Capcom!
DMC2 was well pants
Don't do that again

Anna Williams, via email

Girls, eh? We love 'em. And we loved Anna's haikus (three lines: five then seven then five syllables). Can you do better? Best one wins a prize. Here's one of ours to start you off:

So bad at poet
-ry, our second line upsets
In particular

WE WANT FUN

►Dear PSM2,
Are games getting too 'real' to be fun? Realism's good to a degree but many games are just going too far. Take *Mafia* – they've 'realistically' made cars with the crappest handling, acceleration and speed ever. D'oh! *The Getaway* also falls in this trap, and *GT3*? Lets just say I'd have more fun poking my eyes with toothpicks! I could go on forever....

What next? The drink simulator? Go to the pub, get pissed and go home without falling over? Or maybe 'Ultimate Shop Keeper' where you have to sell fruit pastilles and chase away thieving neds? Although it probably won't be quite this drastic, I do believe games are heading for a realism and no fun stage! C'mon people, get more games like *Burnout* and *SSX* out – give us some fun!

Stuart Hill

It's a good point – we could be doing *anything*. Imagination is the only limit. There's a place for realism, of course (though deliberately rubbish cars aren't it) but is the balance being lost? Are the photography-based streets of *The Getaway really* more engrossing than the stylisations of caffiene-drunk developer minds?

INSPIRED

►Dear PSM2,
While chatting about *San Andreas* I had (what I believe to be) a really great idea. No game has yet made full use of peripherals [EyeToy, gametrak, etc] and I started to imagine one. You begin as a normal person (with your face, like in *THUG*) walking around doing nothing when you're contacted by Morpheus. You're taken out of the matrix and use the ship's computers to become a kung fu master (using gametrak). This sort of life would carry on... then would come the best part. In possibly the best scene in all the Matrix films (the battle for Zion) you'd use a battle bot with gametrak. Remember how the men move their arms forward to control them? That's what this would be like. Only better.

Alec Jaqodzinski, via email

Hmm. What you've actually described is The Matrix, rather than a great new idea, which some might think a rather basic flaw. Another flaw is the way the two things you suggest – using Gametrak to imitate 'men moving their arms forward' and Eyetoy to import faces – have also been done. Several times. And the final flaw is that the Matrix sequels were the most disappointingly terrible films since Star Wars and should never, ever be mentioned again. Other than that, it's genius. Award yourself a biscuit.

READY AS YOU GO: Realistically hopeless cars – a mistake? What next? Real-time jail sentences?

But you're keeping an open mind, right?

YEAH BUT NO

Kurtis Trent, I liked him but he was shit.

Sandy Forbes
***Tomb Raider* fans: confused. It's official.**

THRUMBONE

Keep it up with the semi-naked girl imaging in your mag. **Some of us already do.**

CUNNING LINGUISTS?

it looks like a Japanese symbol. What does it mean? Ismail Qureshi
Look, we've got three French O-levels between the lot of us.

STOKED, ETC.

Yeah, dude! Major crimson death pain! Lars E Volden
You're making that devil's horns sign with your fingers, aren't you?

FAMILY VALUES

Games destroy our minds and make us evil. Joe Hurn
That's right. And you shall do our evil bidding. It is nearly The End Time.

THE BOY DONE BAD

Issue 55, page 92 – *LMA Manager 2005* review. I'd love to know how you got on with your 12-man team... Jamie McGowan
Shhh! What's an extra goalie between friends, eh?

Letters

THE LOUDEST VOICES IN THE PS2 UNIVERSE

GRANDIOSE: *GT* is also quite popular. But some people just can't let *Fantasvision* go.

HE'S A PC LOVER: Paul Boyd [illegible] what's big on PS2 apart from *GTA*. Hmm, let's see...

VERY TART

►Dear PSM2,
I love your magazine. The original Star Wars movies are much better than the Special Edition ones. The Americanisation of games is just terrible. The Game Stars show was a disappointment wasn't it? Most gamers are adults who don't go to school but I agree that they should not have scheduled it on a school day. And those classic retro games at the show are crap compared to *Metal Gear Solid 2* and *Wipeout Fusion*. I hate people who bought the Dreamcast, it definitely was not the best games machine of all time and it definitely did not have better graphics and easier online access than PS2, with classics like *Phantasy Star Online*. The PS2 would still be a massive success even without *Grand Theft Auto*. It doesn't need those games to prop it up. For the first 10 months there was a deluge of classics, like *Fantavison*... And PC gamers are nerds, aren't they, because they have crap games like *Doom 3*. And they lack cutting edge hardware, like the five year old PS2 has. Doesn't it? Does it?
Paul Boyd, via email
Ooooh! Saucer of milk for Mr Boyd. We sense a note of sarcasm. Still living the dream(cast) are you? Or are you too overdrawn to pay for broadband now your PC hasn't been cutting edge for six weeks?

WELL PUT

►Dear PSM2,
I'm writing to [several thousand words cut] ...ass.
Stephen Caroll, via email
OK Stephen, thanks sharing your observations, the best of which we've reproduced in their entirety. The others, like hearing *Final Fantasy*'s story *in your own voice*, because it would save Square Enix employing 'North American idiots' to act it, we've omitted. On the grounds of you having to learn the story first, so you could listen to it back, though you wouldn't need to. Because you'd know it.

© Kobal

►ASK THE PSM2 ROBO-MIND

Technical question? OUR ROBOT MIND WILL DECIPHER THE ANSWER!

SILICON DREAMS

►Dear Robo-Mind,
At 300Mhz, PS2 is feeble compared to the 3Ghz (and 1Gb of RAM) of a top PC. To run Mashed on PC you need 2Ghz and 512Mb RAM... but it still looks like PS2! This got me thinking: how powerful is will PS3 really be?!
Alex King, email

HOLE ABSENT

►Dear Robo-Mind,
My friend recently bought a brand new PS2 due to 'Disk Read Errors' – damn them! But the iLink port is no longer there! Have my feeble human eyes let me down? Or does this meen the end of 'Splitters 2 eight-player madness?
Matt Evans, email

[illegible] addictive of the digital immorality infecting mankind. Robo-Mind's mighty analogue valves will never fail! [illegible] iLink ports so your friend, to quote your

STOP ASKING

►Dear Robo-Mind,
Can I use a dance mat instead of carpet?
Terence Trent Oxfordshire, email

RE: FLAPJACKS

►Dear Robo-Mind,
Honestly you witless aluminium anus, if you don't answer my question I'm going to come to the stupid planet where you live, disable the crappy electro-fence and fill your head with water and goldfish and stones. Then I'm going to tour Ireland with you strapped to a cheap horse, letting children point and laugh because I've put a hand-painted sign in your idiotic lobster claws: 'I Am Nemo-Head! See My Defunct Eyes Weep With Gently Humourotic Fish, Name Of Doryl" Children will see through your decrepit pointlessness in a flash, returning scornfully to the mobile phones that have made you so sickeningly obsolete. Seriously, my freakin' iPod is cleverer than you! And so is my stinking arse! So. Query: how do I make my PS2 work again now it's full of flapjacks and butter? PS: Could I have a signed photo? 'To Laslow, with love?' It's for my son [cough].
Laslow Puente, Lewisham

NOT A REPLICANT

►Dear Robo-Mind,
Do androids dream of electric sheep?
Thomas Terry, email

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PSM2

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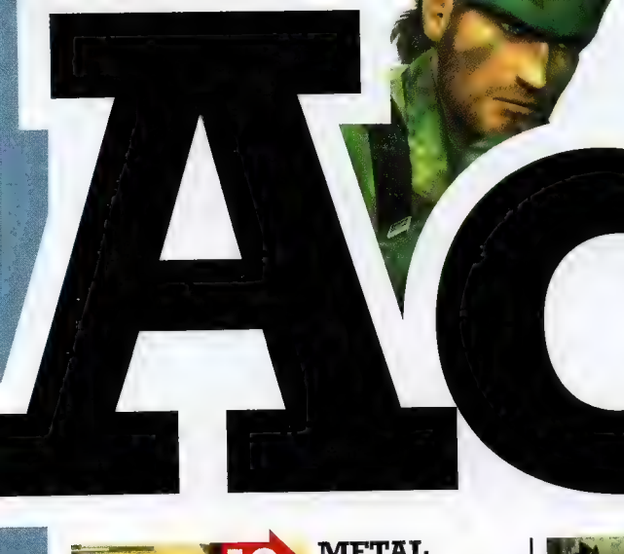


"WE'RE VERY EARLY IN, BUT SLIGHTLY UNDERWHELEMD" PSM2 GETS HANDS ON WITH METAL GEAR SOLID 3 SEE PAGE 18

Accel

18 **METAL GEAR SOLID 3**
New screenshots and details revealed. Will the finished game deliver the goods? A surprise awaits...

20 **RESIDENT EVIL 4**
Capcom betray Nintendo and release their biggest property on PS2. This could – well, *will* – be the best *Resident Evil* game yet!

22 **SAN ANDREAS FRENZY!**
Panic in the streets of Britain as *San Andreas* is finally unleashed on the general public. Chaos ensues...

You want more?!
Check out Seabass Speaks! (23), WWE sue THQ (19), and a great PES League infoburst (23). Only one mag has the stuff you need every month. Keep it PSM2...

AC ADAPTER
POWER AT HOME

- Useful for playing at home or wherever you can find a plug point. Save your battery for when you're playing outdoors.

MEMORY STICK
SAVE YOUR PROGRESS

- Save your game, transfer data between handhelds and store your music and pics. Holds 32mb, but can be upgraded for more.

VALUE PACK
EVERYTHING YOU NEED

- If you splash out and buy the value pack, you'll get everything on this page along with your unit for a nice, tidy price. Very swish.

SOFT CARRY CASE
PROTECT YOUR SCREEN

- To prevent your delicate screen from getting all scratched up, keep it in this fuzzy little pouch. Essential if you travel around a lot.

ALL THIS FOR £127!?

BATTERY PACK
POWER ON THE GO

- A rechargable battery that uses the same lithium technology as mobile phones and modern portable music players. A necessity.

HEADPHONES
PRIVATE HEARING

- Using these taps less battery power and you won't get on your mates' nerves, so it's easily the most useful of all peripherals.

erator

SCANDALOUS GOSSIP, INSIDER DIRT, ZERO BULLSHIT

PSP FOR £100?!

Sony Japan confirm **bargain price point**, bundle deals and release date... as **Ken Kutaragi** drops the **battery life bomb**...

Sony have confirmed that PSP will hit stores on the 12th of December in Japan and retail at 20,790 yen (that's just £106). The official Sony website outlines a pair of PSP packages come launch day. The standard pack includes the handheld, an AC adapter and a battery pack whereas the 'value' pack contains you PSP, an adapter, a battery pack, a 32mb memory stick, a set of headphones, a soft case and a hand strap. This will retail at 24,800 yen – just £127, which is a real bargain. But what about that battery life, eh?

In an interview with revered Japanese technology website Impress PC Watch Ken Kutaragi shot the breeze about the unit's battery life, something that many people think could spell an untimely demise for the system. He admitted that graphically intensive games will eat up more power than, for example, something simple like a puzzle game. And if the brightness is up, the speakers are on and the networking is on it'll run for just four hours. "The battery problem will be solved in the future. We'd like a single charge to last for a flight between Narita (Tokyo) and New York." he said. That's an ambitious 14 hour flight.

The good news is that this (admittedly battery intensive) wireless networking in PSP will at least allow for a connection of up to 30 metres. What does this mean? Well, it means that eight men on a train can play each other at *Pro Evolution Soccer* – more later – without having to budge from their seats. Now that's a miracle.

PSM2 recently spent some time with the hardware, parading it around the office like proud parents. Look to your left and you can get an idea of the size; the same width as an iPod and about the same height as a DualShock 2, it feels much smaller than it looks in most photographs – noticeably thinner but *slightly* heavier than you'd expect.

The great news is that Konami are planning a version of *Pro Evolution Soccer* (*Winning Eleven* in Japan) which, according to our source, is already looking the same as the PS2 version – imagine *PES3.5* – and on the cards for a February release in Japan. This is contrary to the guarded comments of PES supremo Seabass on pg23. Thanks to the PSP's region-free coding, it means that eager importers will be able to play Konami's masterpiece on their UK units when the machine hits here next March. The price? Sony are keeping schtum, but rumour has it that Sony are prepared to sell at a loss to get the numbers up. Pray for £100 price. Or at worst £150. Make it so, Sony.

"SONY ARE PREPARED TO SELL AT A LOSS TO GET THE INSTALLED NUMBERS UP"

PSM RECKONS *If developers optimize their games to avoid battery drainage, the PSP WILL be hot. Otherwise, we could be looking at tiny four hour sessions. We still can't wait to play it though;* Metal Gear, PES *and* Gran Turismo *on the move is too much to resist. £100 launch price, please...*

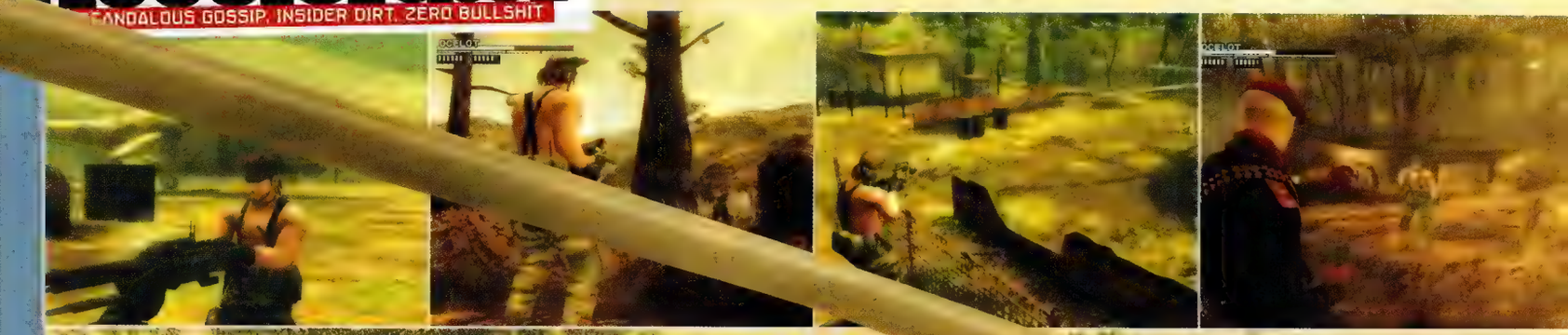
THE BEST THREE LAUNCH TITLES

If you're thinking of buying yourself a PSP, you'd be wise to purchase at least one of these stunning-looking launch games to kick things off...

METAL GEAR ACID
Strategy-led espionage with Solid Snake. And cards. Designed for playing on the move.

NEED FOR SPEED UNDERGROUND
Hundreds of surprisingly nippy cars in the palm of your hand to mod and race to destruction.

TIGER WOODS PGA TOUR
Perfectly suited for travel, this is a full-on golf sim with all the features of the console version.



MGS3 LIFTS OFF

STOP PRESS

Shock news! Kojima's masterpiece **touches down** on November 17th in the USA as **PSM2 goes hands-on** with surprise results...

That's right – after two years of feverish anticipation and *six* teaser trailers – *Metal Gear Solid 3: Snake Eater* will make its US debut on November 17th. The release date is a crushing blow for UK gamers – who may have to wait until March 2005. Good news? PSM2 will deliver the first verdict in our next issue. But the revelations don't stop there...

We're currently hands-on with 80% code and can reveal *another* shocking plot twist – please rush to the PSM2 Reckons bit if you want to avoid a spoiler – the bulk of the game takes place *one year* after the initial attempt to rescue Sokolov in the jungle. Why? As hinted in the Tokyo Game Show trailer, the Ruskie general *nukes* the hideout after your rescue attempt, and Snake – or whoever he might be... – is forced to return one year later.

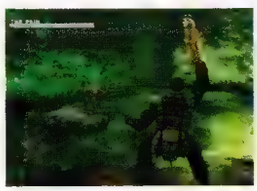
PSM2 RECKONS We're *very* early in, but must admit we're slightly underwhelmed – it's too fiddly, familiar and deliberate. That said, we're sure Kojima's saving the best stuff – and some BIG twists – for later. Review next issue

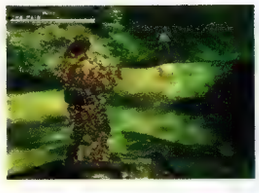
NEXT ISSUE!

BEE HERE NOW: This fella is subtitled The Pain – see the DVD – and is one of the earlier bosses.

WE NEED A TWIST – NOW!

If the latest trailer – see our DVD – is right (and let's hope not or this'll be the most predictable *Metal Gear* ever), then Snake infiltrates the jungle, gets betrayed by Big Boss (the silver lady) and watches the jungle get nuked. Still here? Snake returns one year later to rescue Sokolov *again* – fighting the bosses named in the trailer and following a *suspiciously* obvious path. Boring, eh? Let's *pray* this is the intro sequence (like the tanker in *MGS2)* and it cuts to, say, a VR mission *in space* starring Raiden. Seriously – if there's no further twists, we're worried.





"MONK ME RIGHT UP"

MORE KOMBAT FOR YOUR BUCK?

Midway have revealed a *Mortal Kombat* spin-off game titled *Shaolin Monks*. According to our sources who've seen the game running, it's looking a lot like Ubisoft's *Prince Of Persia* series crossed with classic *Kombat*. They've tried this before with the ill-fated N64 and PSone series *Mortal Kombat Mythologies*, but what with the company's recent surge in quality with titles like *Psi-Ops* there's a distinct chance that this could be a quality addition to the um... respected franchise. Midway hope to continue their surprising success next year with *The Suffering 2*, which we'll be covering early next year.

BLAZE OF GLORY: Will classic characters appear?

"WWE SUES THQ"

LAYING DOWN THE LAW

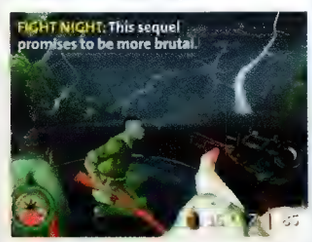
Smackdown! licence holders Jakks Pacific and their game-makers THQ have come under fire from the WWE. Apparently, some sticky-fingered executive over at the WWE has been accepting bribes from Jakks to curry favour with the company. THQ have been caught in the middle of this shitstorm and are suffering as a consequence of Jakks' behaviour. This could potentially have an impact on the future of the series as THQ COULD lose out to a bigger counter-offer (from EA or Activision?). With the WWE license under their massive belts, there'd no stopping the money men over at Electronic Arts...

CHESTY COUGH: Two ripped men holding hands yesterday.

"UNLEASH THE FURY!"

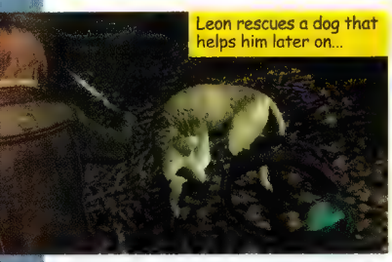
DOG'S DINNER

"Cry 'Havok!' and let slip the dogs of war." said famous playwrite Bill 'Shakey' Shakespeare and it's also, inexplicably, the tagline for EA's latest foray into the world of medals, honour and tin hats. The next *MOH* hits late 2005 and promises to "advance the series by introducing players to a new way of playing while still delivering an unflinching picture of warfare and its gut-wrenching brutality." That's EA marketing jive for 'Stealth sections, increased gore and heartfelt FMV that somehow dignifies the disrespect the game has for everyone involved directly or indirectly with the most Earth-shattering event of the 20th century'.



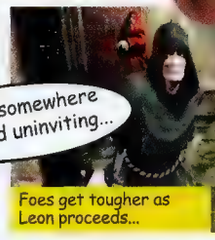
FIGHT NIGHT: This sequel promises to be more brutal.

Christ! It's a good thing I brought a gun equipped with a sophisticated laser targetting system!
Leon Kennedy, foppish hero of Resi 2, visits an Eastern European village...
You shot me in the face, man!
Lordy! these mutants are stronger and quicker than the zombies I'm used to dealing with!
Packing a shotgun, Leon lays waste to swarms of dithering mutant scum...



RESIDENT EVIL 4

Shocker! **Gamecube's best** (and *only*?) game **hits PS2** in late 2005.



SORRY, NINTENDO...

Why **Gamecube's big exclusive** defected to PS2...

Capcom's *official* line is that *Resident Evil 4* will arrive on PS2 after 'deliberating over customers' needs, market environments and shareholders' (they basically asked a bunch of people if they want *Resi 4* on PS2, which was greeted with a big fat 'Yes!') The game will be hitting both Nintendo Gamecube and our big black box sometime next year.

Until now, the series has been exclusive to Nintendo, but that clause is up in 6 months allowing Capcom to do whatever the hell they want. It's a shame that Nintendo have lost the title that could have boosed the 'Cube's chance of survival, but – like everything – it's all about the Franklins. It wasn't economically viable to leave the series hanging around on an ailing console and the game will likely sell millions of copies come release.

From what we've played, the game looks and feels absolutely brilliant. Expect more in-depth coverage, but for now, here's a batch of shots showing the first section of the game; a desolate Eastern European village ravaged by horrible mutants. Could this be the best of the series so far?

Accelerator extra

Tiny last-minute shots of BIG importance

FIFA STREET

►Take football to the hood where the streets have no name and the rule book has no rule over anyone. It's FIFA, but with EA Big's magic. Expect all the big names, typical EA sheen and loads of silky ball-tweaking trickery. Sweet.

BATMAN BEGINS

►EA have teamed up with Warner Brothers for this conversion of the hotly tipped film (directed by Memento genius Chris Nolan). Expect action, gadgets and [illegible]

LA PUCELLE TACTICS

►We reviewed this a while ago on import, but Koei have decided to bring out over here in the wake of Disgaea's moderate success. A cracking hardcore strategy RPG that works the brain.

SAMURAI WARRIORS XL

►Like Dynasty Warriors, Koei have taken their Japanese iteration to the 'Xtreme' by letting you control various legends unavailable in the first version of the game. Loadsa fantastic...

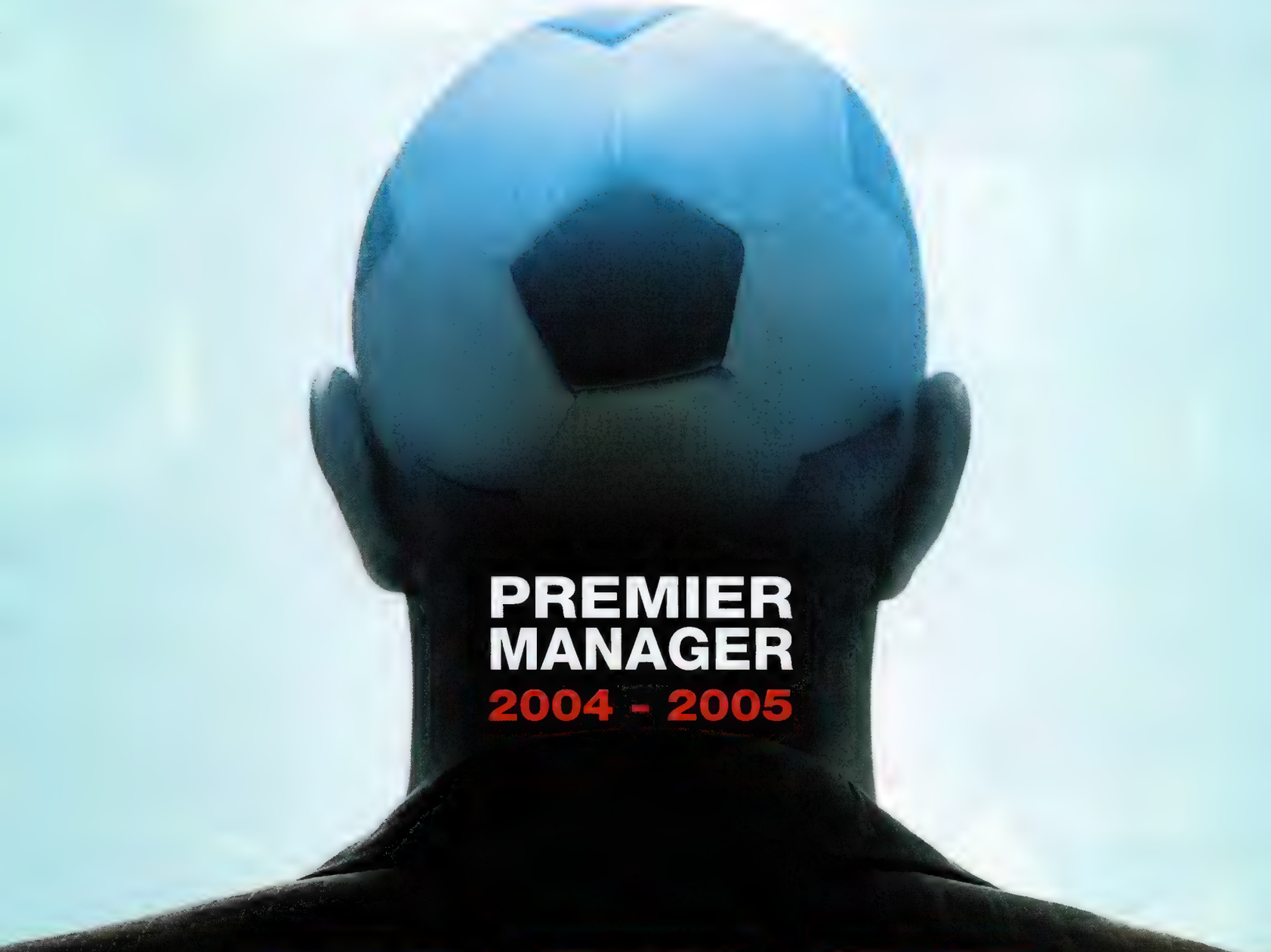
PHANTOM BRAVE

►Yet another Nippon Ichi strategy RPG in the style of Disgaea and La Pucelle Tactics (see above), it promises to be longer and more bloated than both its predecessors combined. Dust off your magical lead hat.

FULL SPECTRUM WARRIOR

►The Xbox title that thrives on tactical accuracy is hitting PS2. You control a squad of men RTS-style and lead them through various war environments. Lush.

THINK YOU CAN MANAGE?



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8/10 Cube

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SUNNY SIDE UP: There'll be plenty of high emotion amongst the cartoonery.

SAN ANDREAS LAUNCH DAY MADNESS!

The most anticipated game ever hits UK stores with tales of stock shortages and industrial espionage – PSM2 digs deeper...

San Andreas fever is sweeping the UK – with tales of stock shortages, scuffling and some games stores opening at midnight on 29th October to quell demand. Major branches of Game in Bristol, Reading, Manchester and Stoke saw record queues (hundreds deep at 12am) as *GTA* fans stood outside, anxiously waiting for their copy (or for their mum to emerge with one...). Some stores even had their staff dress up with *San Andreas* bandanas to get in the spirit and placate impatient crowds.

SUNNY SIDE UP: There'll be plenty of high emotion amongst the cartoonery.

GTA mania shows little sign of abating. "It has been the biggest seller of the year", chimes Rich Gibbs, Deputy Manager of Game, Cribbs Causeway, "As soon as stock comes in it sells out... we have to turn people away within half hour of opening – and I can't see that changing for the next week".

There was even intense rivalry between stores. In Luton, a Dixons branch sent out a lackey out to yell "We've got *GTA* and it's only £35!" to a queue of shoppers outside GAME who were selling it at £39.99. Even multi-national internet stores like Amazon sold out on the first day thanks to the huge volume of pre-orders – dating back months before a release date was even officially confirmed.

It wasn't like this everywhere - a quick travel around Bath on release day, home of PSM2, revealed a surprisingly lacklustre showing, with plenty of copies still on the shelf.

PSM RECKONS *It goes to show that the launch of GTA:SA is an event in itself, and – while not entirely surprising – the record queues are healthy signs of a buoyant PS2 market, and bode well for 2005.*

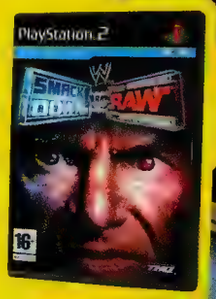
"The queue's were this long mofo..."

"Awww Man! I knew I should have pre-ordered! Pendejo!"

IS THERE A FREE COPY OF SMACKDOWN VS RAW IN YOUR DVD?

ARE YOU A WINNER?

The kind folk at THQ have given us 25 copies of *Smackdown vs Raw*, and we've hidden them in 25 copies of this month's issue of PSM2. Crack open the cover disc and have a look. If you're lucky enough to have won there'll be two discs and a game manual inside. If not, sorry, but you can always pick it up at your local games store.



REFFIN' MADNESS: Not only are these guys ref's they're also pretty handy at playing the game.

PSM2 SCORES PES LEAGUE!

PSM2 become official supporters of Konami's nationwide *PES4* League – giving YOU the chance to win BIG and rule Europe.

From 22nd January 2005, the 2nd annual *PES* League will kick-off across the UK. Almost 2,500 people are expected to be competing for the honour of being the UK's No.1 player. But if it weren't for some incredibly dedicated individuals, none of this would happen. Who are these people? Referees.

We met this season's representatives at the official referee's conference in sunny Birmingham. "We depend on these guys to ensure that the leagues run smoothly," proclaims Konami UK's Head of Marketing, Jon Murphy. So it's no surprise that these guys are heavily involved in regulating the league's proceedings.

Although they don't get paid, the ref's do get rewarded. Each one has been given a £200 digital camera, which they'll use to send pictures of their league to **www.pesleague.co.uk** so everyone can see them. And at the end of the season they get to keep it. They can even win £200 for submitting the best shots of the month. Sweet.

After using free booze to entice them away from playing *PES4*, PSM2 delved into the psyche of some of next season's referees...

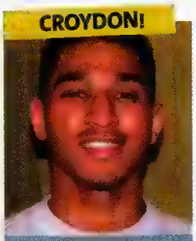
MEET THE REFS

NEWCASTLE!

NAME: JON LEE
AGE: 20
FAVE PES TEAM: BRAZIL

Not only is Jon a National finalist, he also went back oop North with a brand new PStwo which he won on the day's *PES4* competition.

CROYDON!



NAME: ROB AGYEMAN
AGE: 24
FAVE PES TEAM: ENGLAND

The top bloke from Croydon never even liked football before he played *PES*. Now he's all about 'peppering' his mates on a daily basis.

BIRMINGHAM...

NAME: MARK FARRINGTON
AGE: 27
FAVE PES TEAM: BRAZIL

Birmingham's head ref is an ambassador for good sportsmanship. Even if he's on a losing streak, he'll soldier on until the end.

... AND AGAIN...

NAME: NEIL MEHTA
AGE: 18
FAVE PES TEAM: FRANCE

Top dog amongst his mates, Neil reckons he'd have a good chance if he gets to the grand finals. The student's determined to become No.1

... AND AGAIN!

NAME: MATT BARR
AGE: 26
FAVE PES TEAM: BRAZIL

The copper from the Birmingham loves nothing more than claiming 'bragging rights' over his West Midlands rivals.

PRESTON!

NAME: MARK BAMBER
AGE: 30
FAVE PES TEAM: FRANCE

The creator of PESFAN.COM isn't necessarily a ref, but he'll be going to the event's with Konami. He's so busy, he can only play *PES* at work.

LIVERPOOL!

NAME: MARK WHITEHEAD
AGE: 28
FAVE PES TEAM: HOLLAND

The more, the merrier' is Mark's motto as he looks forward to making everything run smoothly in the Liverpool league.

WIN! 20 WILDCARD PES LEAGUE ENTRIES

If you weren't lucky enough to grab the *PES4* demo from Virgin Stores (the official way to qualify for the PES league) – fear not, because PSM2 has secured twenty – yes, 20 – automatic passes provided you act *quick*.

All you need to do is log onto **www.pesleague.co.uk** and click 'Register'. When you're asked for the 'Demo Code' enter **PSM2WIN** and if you're one of the first twenty entrants, you're in. It won't accept double entries from the same person, so don't even try. Don't forget, the PES league is for *good* players, so don't try nabbing a place if you've already got the demo and failed to qualify.

If you're lucky enough to have won, the leagues take place in Bluewater, Bournemouth, Bristol, Peterbrough, Croydon, London, Leeds, Liverpool, Leffey Valley (Dublin), Brighton, Edinburgh, Plymouth, Birmingham, Southend, Newcastle, Sheffield and Belfast. You play 20 games over nine months. Good luck!

"PES5 WILL BE ONLINE!"

PES GENIUS SPEAKS OUT...

PSM2 grills the Producer of PES4 Shingo 'Seabass' Takatsuka, (because he likes fishing) about the absence of an online mode, *PES* on PS3 and why he thinks his game is rubbish.

ON ONLINE PLAY

"It's technically possible - we've already got it running on a LAN (local area network) in the office - but we need a better first party infrastructure. This already exists on Xbox, but we'll need to set up our own server to get the game running on PS2. Online play looks pretty certain for *PES5*."

ON PS'S LIMITATIONS

"We've included so many animations, we're approaching PS2's limit. We're cramming a lot of things in - including AI routines you can't see - that result in the slowdown (more pronounced on the Japanese version, and only noticeable in 60Hz mode on *PES4*). We have big ideas for *PES5*, but *PES6* will be on next-generation platforms."

ON PS3

"We'll be using loads of motion capture data we couldn't fit in PS2, and really increase the variety of dribbles. There'll be loads on new AI routines... I won't be happy until it looks like a real game of football. Currently, it's 'digital football' and only 30% of the game I want to create. Every match should be completely different."

ON PSP

"We're at the concept planning stage. Our final goal is to have 11 vs 11 human players, but this will not be on PSP - although technically possible, it won't be a satisfying feeling. I like the idea of being to swap data between PS2 and PSP, so you could configure your Master League team on the move."

ANALOGUE OR DIGITAL?

"The D-pad has slightly quicker response, but the analogue stick is better if your hands are sore! The top Japanese players bring their own laptop joysticks to competitions."

ON WINNING STRATEGIES

"Playing three at the back was too weak, so we've toughened that up for *PES4*. After watching Greece win the European championship, I hope to make man-to-man marking stronger in future versions too. In *PES4*, an effective strategy is the offside trap, and my favourite player is Recoba (Inter Milan)."

ON LICENCING

"We set out to get the six major European leagues - but licence and time restrictions meant we missed out on the Bundesliga, Premier League and French league. We also want the Uefa and Champions League licence, so please bear with us. I am a perfectionist - I go to work at 10am and leave at 12pm - so don't think I am satisfied. I love my job."

Accelerator

SCANDALOUS GOSSIP. INSIDER DIRT. ZERO BULLSHIT

TOP 20 PS2 CHART

Welcome to the charts page. Here you'll not only find out what great games are coming up, but also what's shifting on the high street right now. PLUS Don't miss PSM2's invitation to help shape our next issue!

THIS MONTH	LAST MONTH	GAME NAME	VERDICT
1	NE	PRO EVOLUTION SOCCER 4 ■ Developer: Konami ■ Publisher: Konami	94%
2	NE	FIFA 2005 ■ Developer: EA ■ Publisher: EA Sports	79%
3	NE	TONY HAWK'S UNDERGROUND 2 ■ Developer: Neversoft ■ Publisher: Activision	89%
4	NE	LMA MANAGER 2005 ■ Developer: Codemasters ■ Publisher: Codemasters	80%
5	1	BURNOUT 3: TAKEDOWN ■ Developer: Criterion ■ Publisher: EA	93%
6	NE	STAR WARS BATTLEFRONT ■ Developer: Pandemic ■ Publisher: Activision	77%
7	NE	SHARK TALE ■ Developer: Activision ■ Publisher: Activision	29%
8	NE	CRASH TWINSANITY ■ Developer: Traveller's Tales ■ Publisher: Vivendi	59%
9	NE	TOCA RACE DRIVER 2 ■ Developer: Codemasters ■ Publisher: Codemasters	90%
10	NE	DEF JAM: FIGHT FOR NY ■ Developer: EA ■ Publisher: EA	86%
11	NE	CLUB FOOTBALL 2005 ■ Developer: Codemasters ■ Publisher: Codemasters	67%
12	2	CONFLICT: VIETNAM ■ Developer: Pivotal ■ Publisher: SCI	76%
13	NE	X-MEN LEGENDS ■ Developer: Raven ■ Publisher: Activision	69%
14	3	RESIDENT EVIL: OUTBREAK ■ Developer: Capcom ■ Publisher: Capcom	90%
15	NE	SEGA SUPERSTARS ■ Developer: Sega ■ Publisher: Sega	80%
16	7	DRIV3R ■ Developer: Reflections ■ Publisher: Atari	90%
17	NE	COLIN MCRAE RALLY 2005 ■ Developer: Codemasters ■ Publisher: Codemasters	88%
18	5	SPIDER-MAN 2 ■ Developer: Treyarch ■ Publisher: Activision	93%
19	NE	ROCKY LEGENDS ■ Developer: Venom Games ■ Publisher: Ubisoft	66%
20	NE	NBA BALLERS ■ Developer: Midway ■ Publisher: Midway	82%

▶01 PRO EVO 4

There is a God! *PES* has taken the top spot from *FIFA* and gamers everywhere rejoice. But can it hold it? Hmm...

▶09 TOCA 2

The gruff Scot would probably call this position 'Rubbish, aye!', but we think it's good enough. Ace game.

▶12 CONFLICT: VIETNAM

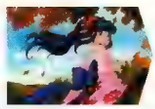
Still hanging on like a napalm victim's ear, this average title deserves to be blown away.

▶20 NBA BALLERS

This has popped out of nowhere and charted way down here. A fantastic B-ball sim loaded with stingin' and blingin'.

JAPANESE TOP 5 PS2 GAMES

1	TALES OF SYMPHONIA	■ Developer: Namco ■ Publisher: Namco
2	KENGO 3	■ Developer: Genki ■ Publisher: Genki
3	FULL METAL ALCHEMIST 2: AKAKI ELIXIR	■ Developer: Square Enix ■ Publisher: Square Enix
4	SENGOKU MUSOU MOUSHOUDEN	■ Developer: Koei ■ Publisher: Koei
5	SAKURA TAISEN V: EPISODE 0	■ Developer: Sega ■ Publisher: Sega



The winter season is rife with RPGs. Namco and Square Enix rule the roost with their fantastic titles, but Sega have a surprise appearance with their Jap-only *Taisen* title.

10 THINGS YOU MUST DO THIS MONTH

grand theft auto San Andreas SPECIAL!

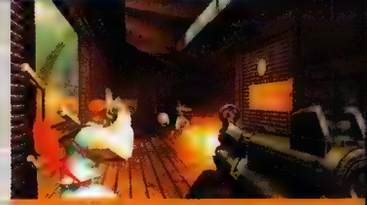
1	Steal a chopper from the North Shore in San Andreas.
2	Do some base jumping at the Los Santos library.
3	Eat as many Cluckin' Bell kids meals as humanly possible.
4	Drive to the desert and burn off your juddering belly.
5	Get an afro, a 'tache and a tracksuit for that 'Scouse' look.
6	Get *that* piece of special equipment from the desert...
7	...then go to Angel Pine and take pop shots at bikers.
8	Drive to the peak of Mt. Chilliad in a baggage truck.
9	Mod a pink lowrider and cruise around in your pants.
10	Tape the above and send to us for the Dojo (see page 106).

MOST WANTED

THIS MONTH: NICK DOWLING FROM GLOUCESTER

Tell us what games you want to see and we'll get 'em for you!

1	TIMESPLITTERS: FUTURE PERFECT ■ Developer: Free Radical ■ Publisher: Eidos
2	CALL OF DUTY: FINEST HOUR ■ Developer: Activision ■ Publisher: Activision
3	RESIDENT EVIL OUTBREAK: FILE 2 ■ Developer: Capcom ■ Publisher: Capcom
4	METAL GEAR SOLID 3 ■ Developer: Konami ■ Publisher: Konami
5	KINGDOM HEARTS 2 ■ Developer: Square Enix ■ Publisher: Square Enix



Your most wanted games – updated monthly!

WHAT DO YOU WANT? Ever flicked through PSM2 and wished that we'd done a bit more on Mobile Suit Gundam Z: AEUG Vs Titan? Well tell us what you want and we'll put it in the mag! Just email a list of what you want to see to us at psm2@futurenet.co.uk.

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PlayStation.2

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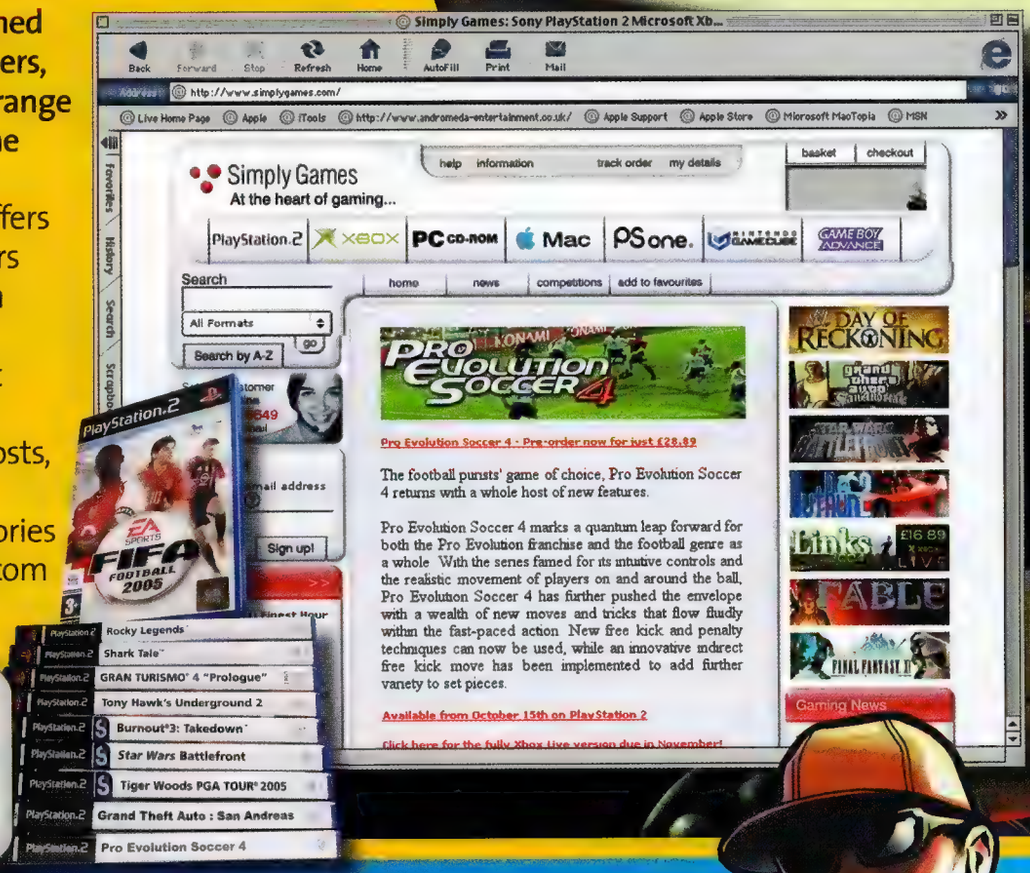
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Pro Evolution Soccer 4 - Pre-order now for just £28.89
The football purists' game of choice, Pro Evolution Soccer 4 returns with a whole host of new features.
Pro Evolution Soccer 4 marks a quantum leap forward for both the Pro Evolution franchise and the football genre as a whole. With the series famed for its intuitive controls and the realistic movement of players on and around the ball, Pro Evolution Soccer 4 has further pushed the envelope with a wealth of new moves and tricks that flow fluidly within the fast-paced action. New free kick and penalty techniques can now be used, while an innovative indirect free kick move has been implemented to add further variety to set pieces.
Available from October 15th on PlayStation 2
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Rocky Legends
Shark Tale
GRAN TURISMO 4 "Prologue"
Tony Hawk's Underground 2
Burnout 3: Takedown
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Tiger Woods PGA TOUR 2005
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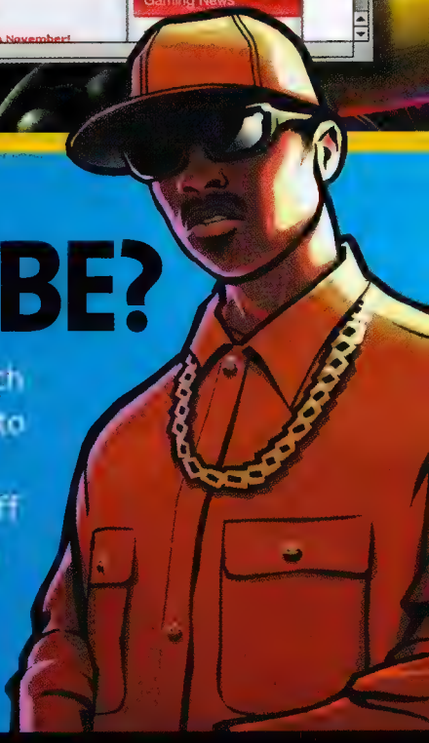

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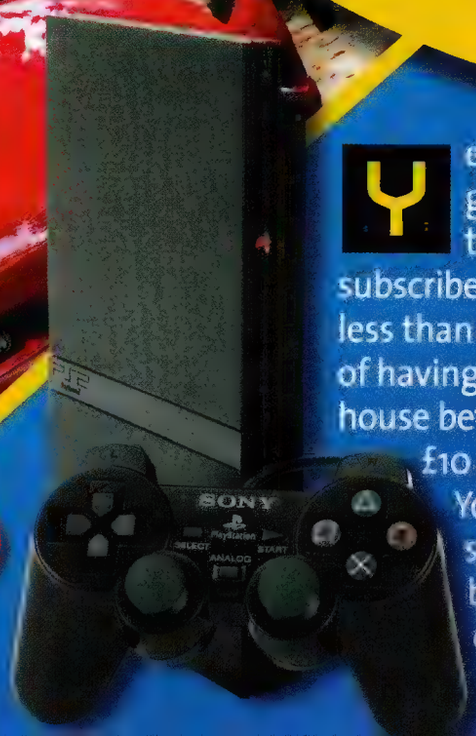

SEATBELTS NOT INCLUDED

"BUMPER MANGLING MAYHEM"
88% loaded

"THIS AND BURNOUT 3 ARE THE NEXT GENERATION OF CONSOLE RACERS"
5/5 T3

DRIVERS THROWN ACROSS THE TRACK, SHATTERED FENCES, MANGLED CARS, EXPLODING TYRE WALLS, AND THAT'S JUST THE FIRST CORNER!

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NEWS JUST IN!
19 Levels
23 Different Weapons
6 Playable Characters
3 Different Warzones

CALL OF DUTY: FINEST HOUR™

EXTRA!
Multi-player Online Modes Revealed! (See page 30)
Best Sound Ever In A PS2 Game? (See page 30)
North Africa: Where Is It Again? (see page 32)

Thursday 18th November 2004
Price £19.42

VICTORY!
It's better than Medal of Honor!

© Rex

PLUS the lead singer of AC/DC **WANTS YOU!** (see page 34)

ANOTHER PSM2 EXCLUSIVE! Featuring combat from the three fronts of World War II, *Call of Duty: Finest Hour* takes players from the frontlines of Stalingrad and North Africa before driving victory home across the Western Front into Germany itself.

You play as six different characters across 19 different levels as the story progresses, getting to grips with over 20 different weapons and driving and riding upon tanks and jeeps. No other war game features such diversity, authenticity, scope and detail and PSM2 have got the world exclusive review OVER THIS PAGE! Onwards to glory! Fix bayonets! AAARRRRGHHH!

HISTORY IN THE MAKING!

Medal of Honor: Frontline
Released: June 2002
Scored: 89%

What we said: "MOH simply can't maintain its early momentum. After two levels scrambling around during D-day, a claustrophobic sprint around a submarine and a dash through Operation Market Garden, certain themes start cropping up again and again. As an insight into the horrors of war it's a passable attempt."

Medal of Honor: Rising Sun
Released: November 2003
Scored: 83%

What we said: "After the Pearl Harbour first level Rising Sun stumbles immediately by tearing you from this end-of-the-world metal storm and pressing you straight into a few plants at night instead. Stand out moments involve attacking bamboo constructions that – wait for it – are a bit higher than some others."

WANTED: FOR DESERTION!
Ace programmers jump ship!

It is with a grave heart that we must inform you of the desertion of a team of crack game designers, artists and programmers who have fled the loyal forces of Electronic Arts under cover of darkness and established their own splinter group Spark Unlimited Inc.

After contributing to EA's much praised *Medal of Honor* games and earning number one chart positions, and industry awards for the world renowned company they have cruelly ABANDONED their former masters and formed an allegiance with Activision – a company best known for its DUDEMUNGOUS skate games featuring one Tony Hawk. And Bam Margera's Dad. IN HIS PANTS.

The result is a game that will strike terror into any right-minded games executive this Christmas. For there will be no *Medal of Honor* game on consoles this year. The tiny children will have to go without… Albeit tiny children with a penchant for first person shooters based on World War II.

But all is NOT lost. Instead we will all have to play *Call of Duty* – which, actually is great news because it's loads better. No, really, loads. We were looking back at our marks for *Medal of Honor: Frontline* and *MOH: Rising Sun* and realised that – in hindsight – we were *perhaps* too kind. At the time, of course, 89% for *Frontline* and 83% for *Rising Sun* made sense but now the pair would only score mid seventies. If that. Games are just loads better these days – and *Call of Duty* is the best war game on PS2. And that's a fact.

6-PAGE WORLD EXCLUSIVE REVIEW! TURN THE PAGE!

INFOSTRIP

DETAILS
Developer: Spark
Publisher: Activision
Players: 1-16 online
Memory Save: 270Kb
Widescreen: No
50-60Hz: No
Surround Sound: Yes

PREVIOUSLY IN PSM2...
"IT'S WORTH YOUR CASH FOR THE SIEGE OF STALINGRAD ALONE"
PSM2#55

GAMEFAX
FPS | War | Hard | Network Play

TRIVBURST
- All the weapons are realistic recreations of a WWII armoury
- Innovative online play only lets you be heard on your headset by players nearby

TOP 5 DUTIES
- Taking the dog for a walk
- Putting up shelves
- Waiting outside changing rooms
- Ensuring the integrity of the toothpaste cap/tube interface
- Sleeping on the wet patch

GAMEPIE
50% Running, scared witless
20% Comparing it to *MOH*
20% Trying to get a tank down an alleyway
7% Fumbling with clumsy guns
3% Being deafened

CALL OF DUTY: FINEST HOUR

A sneaky defection secures Activision the talents of the former Medal of Honor team. War is declared. Victory is close at hand...

It's the best war game on PS2 then. Job done. War is over. Troop disbanded. You can all go home for Christmas in an ill-fitting free suit. It's easy to be glib. Easy to see *Call of Duty: Finest Hour* as 'just another war game' and easy to question why you should buy it when you've already got *Medal of Honor: Frontline* and *Rising Sun*. Thanks. Here's why: *Call of Duty* is, at its best moments, *twice* as good as either game. If you want realism in your FPSs (and lots of people do given the million-plus status of the *MOH* games) this cannot be beaten. And here's why.

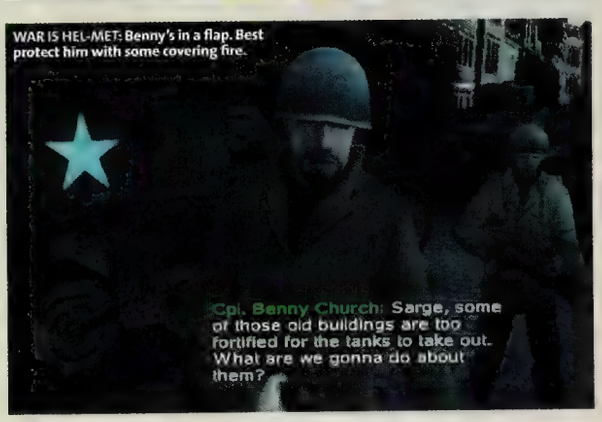
Call of Duty is a worldwide smash already. A spin-off from the hit PC original, this *Finest Hour* console-only game is a whole new experience with new locations and tasks. Making a game is a tricky process. A balancing act between giving a player plenty to do (but not leave them feeling swamped), giving clear instructions (but not holding their hand through every shot) and veiling the fact that behind the facade of good guys and bad guys acting out World War II, lies a computer program. *COD* gets the balance right. The world created by the levels is insanely detailed and packed with things to see and do. The missions are varied and easily understood and the AI is some of the best we've seen, with buddies that will actually take the lead and go on a killing spree if you're too shy to take point yourself. And there's never a shortage of things to kill.

The game revels in its ability to fling a screen full

EXTRAS! EXTRAS! EXTRAS!

There's Deathmatch, Team Deathmatch, Capture The Flag and Seek & Destroy missions, each of which supports headset chat with a clever proximity detector – only people close to you will hear you. Search & Destroy is the innovator. You must defend two bases while the enemy team attacks, seeking to place bombs which you have ten seconds to defuse. And vice versa. Unfortunately, unlike Killzone, there's no offline bot variation to play for those without the required hardware. That's bot as in short for 'robot'. Cheeky.

SIGN OF THE TIMES: The green symbol means this is a good guy.

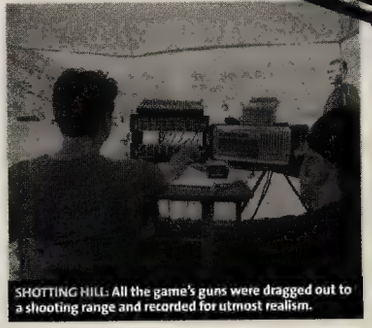

Cpl. Benny Church: Sarge, some of those old buildings are too fortified for the tanks to take out. What are we gonna do about them?
WAR IS HEL-MET: Benny's in a flap. Best protect him with some covering fire.

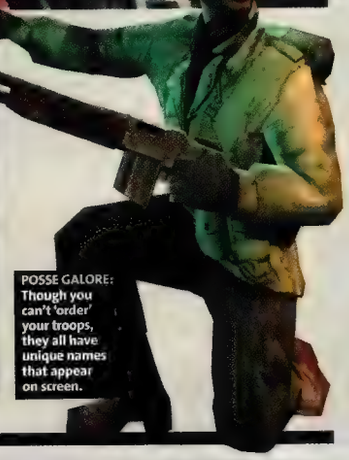
JIMMY RIDDLED: Make the Nazi's dance the dance of doom with your MP40.

ALL QUIET ON THE WESTERN FRONT? (NOT BLOODY LIKELY!)

With an orchestral score by Michael Giacchino (who's just done The Incredibles movie music) *COD*'s soundtrack will stir the soul. And the all-encompassing Dolby Pro Logic II in-game effects will blow your head off. This is possibly the best sound we've ever heard in a game. There's plenty of zingy surround effects and the rifle shots, explosions, trundle of heavy artillery and shouts from rampaging shoulders blend to a wince-making, head-swelling cacophony. Make sure you play it loud.

MEAT TO PLEASE YOU: These Spark Unlimited audio blokes shot meat and recorded the sound. Odd.

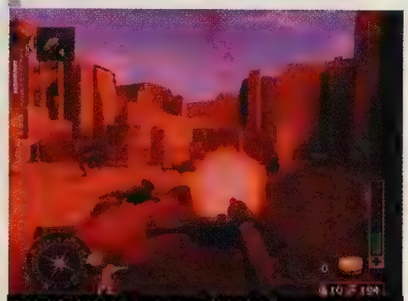

SHOTTING HILL: All the game's guns were dragged out to a shooting range and recorded for utmost realism.


POSSE GALORE: Though you can't 'order' your troops, they all have unique names that appear on screen.

STREET FIGHTER TOO: Fight in the desert, on the battlefields and in city streets too.

SHELLSHOCKED

Almost throughout the entire game you're being peppered with mortars and grenades. Get too close to an incoming blast and you'll be shellshocked. In this state of mild confusion the action slows to a snails pace and the cacophony of war slows like a broken record as you peer through a soupy mind-fog. You can still move (but slowly) shoot (but slowly) and hear (but muffly) but the whole thing is... a... bit... weird. Avoid.


FUZZY DUCK: The screen goes all red and gooey and your best bet is to hit the deck until you feel a bit better.

of troops around. Right from level one – the siege at Stalingrad – you're able to see hundreds of figures fighting the war ahead. Some are just pinpricks, others are in-your-face real and others *fly planes* and bombers that swoop above. We still don't know how it does it but it shows up the three-at-a-time combat of so many FPS games royally. Even the most distant, pinprick on the horizon is blessed with the AI and motion-capture to make you believe that they're real. Try sniping a distant running figure in the ankle and watch how they trip and fall if you don't believe us. And up-close they just get better. They shout, cry out and, if you get real personal, will twat you on the head with the butt of their gun. With a grimace. While *Killzone* has you mopping up pockets of resistance in futuristic shopping centres, *Call of Duty* places you in the thick of a proper war. We've successfully counted thirty blokes, across both sides, all scrapping on-screen with us stuck in the middle of it all – counting.

Which is inevitably both a technical miracle and a pain in the arse. In practically every other FPS there is a finite amount of baddies. They have 'spawn' points (ie, where they start from) and get close enough and you'll trigger them to start attacking. Then, when they're dead, they're dead. But here, just like really being at war with Germany, they just keep on coming. Clear an area and before you know it you're getting shot in the ass by some freshly alerted guards spawning from impossible-to-find start points.

"YOU'RE ABLE TO SEE HUNDREDS OF FIGURES FIGHTING"

The result is real tension. You can never relax, get your back against the wall and ***know*** that you're safe. But this also means that, unable to truly clear a section, your best course of action is – just as in real war – to charge

TROOPS MANOEUVRE: Play as a US tank commander, a Russian sniper and a British Desert Rat among others.

HELPING HANS

One of the options is to turn on (and off) sentence long prompts explaining what you are supposed to be doing next. It's hard to recommend whether these should be used or not. Turn them off and you can be left wondering what you're doing but leave them on and they frequently reduce the tension of the task in hand down to a few simple videogamey instructions ('Shoot 8 Germans', 'Escape on the Tank'). There you are, sniping at an onslaught of German troops as they charge down the street towards you and up at the top of the screen you're told the number of minutes you have to survive. Suddenly the attack is less real, you become aware of the infinite spawning points and know that even if you were brilliant and mowed down every German on the screen in an instant they'd just be replaced by a further flood until the clock hit zero. For a game steeped in realism this insight into the game's mind only serves to shatter the illusion it has spent the previous hour building.

HUN OF A GUN: Battling your way up a muddy hill of Nazi trenches is tough.

TORRENTIAL PLANE: Shoot planes in the face with a tank. Amazing.

SNIPE FOR THE PICKING: Shoot them until the counter ticks down to zero.

INFO OVERLOAD: Whoa! When prompts, dialogue and name tags clash it can get a bit messy.

WELCOME TO THE THREE NATIONS

As the game unfolds you fight as Russians, Brits and Americans over World War II's three fronts.

THE RUSSIAN FRONT

Where is it?
Russia. Obviously. Or, to be more precise, Stalingrad. The Germans fought the second World War on three sides: the combined allied forces of the Americans and British in France, the British in the deserts of North Africa and the Russians on the Russian border, near Stalingrad.

What's it like?
Grim. Stalingrad got the crap bombed out of it in the war as first the Germans attacked to take command and then later the Russians bombed back to reclaim it. This is the action from the first section of the game, with you playing Russian troops eager to claim back their country.

What happens?
You arrive on a rowing boat (*a bloody rowing boat*) on the beach and have to fight your way up the hill to the trenches and 'safety'. From there it's one long slog through ruined streets crawling with German soldiers.

NORTH AFRICA

Where is it?
That'll be the top bit of Africa then. Jesus... After the dense, gloomy surroundings of Stalingrad the North African campaign is a blessed relief, showing off the game's ability to deal with large areas of open desert and mountains, which are – once again – crawling with bleedin' Germans.

What's it like?
Sunny. Though tanning is not an option given the attentions of the resident German invasion force. The 'countryside' is vast – an open and featureless affair, making it appear more samey and less claustrophobic than the earlier levels. And don't go thinking you're free to charge off over the dunes either.

What happens?
You battle your way through open desert and ambush-packed village encampments before storming an ancient ruin-turned Nazi HQ. PLUS you get bossed around by Sergeant Bob Starkey voiced by Brian Johnson, the lead singer of AC/DC. We shit you not.

THE WESTERN FRONT

Where is it?
Below England, over the channel. It's THE place to go for cheese and wine, we're told – hence the German invasion. Possibly. The action takes place near Aachen the first German city, just over the Western Front, to fall to the Allies as the tide of World War II turned and the Allies began taking the fight back to Germany.

What's it like?
Lots of ruined streets and airfields. Tanks trundle down narrow streets fearful of ambush at any moment while foot soldiers fight house to house, kicking in doors and working through the rooms in fire-teams looking for nasty Germans with rocket launchers.

What happens?
Here's where things start to get tough. Missions involve protecting tanks and artillery from Nazi Panzerschreck shoulder mounted bazookas that are highly portable but deadly to your vehicles. Missions here are more tactical than before with each requiring extensive experimentation before they're cracked.

GIVE HIM A HAND (GRENADE): They're unpredictable but they do the trick.

headlong through to the next checkpoint or mission conclusion without getting your ass shot off. Something not ideally tied to the length of the levels…

ON THE LEVEL

Each is comprised of a few 'scenes' or 'objectives' and often, just when you're expecting the next chunk of the city, or waiting to find out what lies over the next ridge it's the level's end and you're off somewhere else. Get lucky and you can charge headlong through some of the early (easier) levels and reach the mission's end by ignoring much of the scenery, action and army 'specially laid on for you to 'enjoy'. The good news is that there are 19 of the things, and each is very carefully plotted to contain regular servings of unique and memorable moments. For example after spending a chunk of level defending a tank you then

BARMY MEN: Watch as your buddies endlessly charge to certain death.

NO NEST FOR THE WICKED: Take charge of a German machine gun nest and turn their guns on 'em.

get to drive the thing out through the streets. Sniping soldiers through the gloom of the sewers is a welcome change of pace. And working room to room and house to house clearing the streets of snipers keeps you on your toes and your nerves permanently set to 'jangle'.

IN THE ZONE

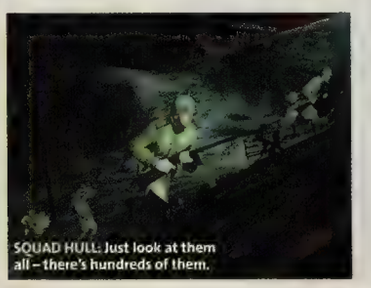
Killzone is certainly larger (despite having only 11 levels) but is more repetitive with the action stretched through an (admittedly wide) but still limiting corridor. By comparison *Call of Duty* is often as wide as it is deep. Yes, there is a clear path through the level and your next course of action is denoted with a fat star on your compass, but if you want to explore, perhaps scouting for decent sniping points or scrounging for medipacks before the next obvious onslaught, you can. And the sheer numbers of enemies pegging it out of buildings and down streets means that there's no shortage of things to kill if you decide to stay a while.

"SNIPING IN THE SEWER IS A CHANGE OF PACE"

Weapons-wise the game is as all-encompassing as you'd expect. Every gun is an authentic recreation of real weaponry of the time and, while the novelty of old bolt-action, slow-reloading Russian rifles is charming for a short time, things soon pick up with the arrival of the Where Eagle's Dare staple, the German MP40. And the best thing about using a German gun on Germans of course is that you're never short of ammo as you steam through a pack of them, bullets flying, grabbing their dropped ammo clips as you go.

As is fast becoming the norm, you can only carry minimal weaponry at one time. Two guns, in fact. One of which must be sacrificed in order to make room for a new arrival (just stand over it and hold ⊗). In addition there's grenades (on L2) and the occasional mounted gun turret to take control of too. But by far the main hardware 'moments' are the vehicles. The first time you take control of a tank you can scarcely believe it. It's a whole new game. You can even play from an in-cab slotty cockpit view or from a less blinkered third-person view. And there are levels on jeeps where your buddies do the driving and you're in charge of clearing the countless Hun ahead.

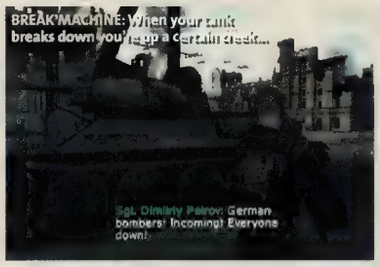
One drawback is that the intensity of the action is so extreme and the adherence to the uniforms and vehicles of the day so realistic that you simply haven't the time to tell good guys from bad. We can't help thinking that if the Germans had worn orange or if their guns had fired purple lasers they'd have been rather easier to spot in the throng and the game would have been more 'fun'. But that would be stupid. Just be thankful for a red glow on your targeting reticule that lets you know when your fire is hitting home, even if your view is obscured with *yet another* plume of smoke or burst of shrapnel.

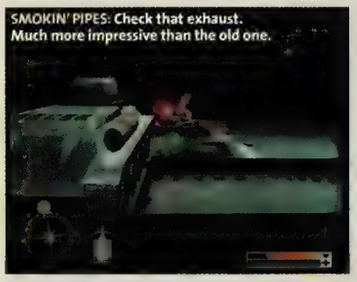


AHH-HEE... WANT TO TANK YOU

Driving tanks is one of *COD*'s killer extras. And it's no one-off gimmick either, about a third of the game takes place with you inside a metal husk or perched atop a Jeep. Climb into a tank with the ⊗ button then enjoy one of three different views: peering through the view slot from inside the cockpit (very restrictive but the best for aiming), a first-person turret cam (from where you can operate the heavy machine gun), and a third-person follow cam (which gives you the bigger picture of where you're at and who's attacking you).

Lugging 10 tons of iron around city streets is no simple business however, with one stick controlling forward, back and left/right turn and the other controlling the gun turret rotation and angle. The result is that you can face in a completely different direction to the one you're driving. Confusing – or at least it would be if it wasn't for the clever tank-o-meter (see below).


BREAK'MACHINE: When your tank breaks down you're up a certain creek...
Sgt. Dimitriy Petrov: German bombers! Incoming! Everyone down!



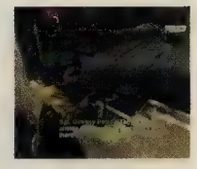
HOW TO DRIVE A TANK

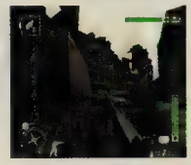
STEP 1 There we go. You're looking and aiming the way you're facing. Just use the left stick to drive around and turn and adjust your gun angle (to take out airborne or elevated attackers) with the right stick. Nice 'n' easy.

STEP 2 Whoa there. You're now aiming off to the right. Push forwards now and it'll appear that you're moving sideways. Odd. Fortunately a click down of the right stick (R3) will reset you straight ahead again.

STEP 3 Now you're completely backwards, aiming behind you as you drive forwards. Use the gun rotation along with the tank driving to pick off enemies to the side while you pelt for safety or get rid of anyone giving chase. Handy.

Last month we played *Killzone* – a game that's all 'future' and 'space boots' but is similarly bogged down in clunky weaponry and the grit of war. But where *Killzone* had its quiet moments, plenty of scenery at just the right height to pop up from behind and a mix of weapons that felt and behaved differently, so *COD* features, relentless respawning enemies, scenery that's never the right height with painfully slow stance switching, and guns that – apart from the machine guns and sniper rifles – are much of a muchness. *Killzone* is all polish and Euro-cool while *COD* is all gritty nerve-shredding. It is hard to play and that's not just 'hard' in terms of 'difficulty' hard but actually 'hard' to perform the aiming, ducking, grenade flinging and running required thanks to the inadequate weapons and insistence on not giving you a moments peace. It's not often we play an FPS and fling the joypad down in fury but we guarantee that after getting your health shot away by a pillbox of soldiers that *you could have sworn you'd cleared* you'll do likewise.





JEEP OF FAITH: Let ol' Bob here do the driving. Your job is to man the guns.

WAR IS OVER

And yet COD remains head and helmet above all previous cracks at this genre, including the two previous much loved and ultra-popular *Medal of Honor* PS2 games. The set-pieces in *Call of Duty* come so thick and fast that they feel like the norm – a very impressive, unrelenting, sensory-assaulting norm. And while *MOH* reused scenery, gave you near identical tasks to perform again and again and felt like a fat brown shooting gallery, so *Call of Duty* heaps on the excitement and variety and surrounds you with enemies and a task list as long as the Director's Cut of War and Peace.

"IT'S HARD – THANKS TO NOT GIVING YOU A

Like creating it, playing *Finest Hour* is a labour of love. You can smell the attention to detail and it's hard, if not impossible, to imagine how it could be bettered, on PS2 at least. It's hard, it's real, it's the best war game you can buy. **Daniel Griffiths**

Call of Duty: FH *is available on November the 26th.*

RAZE THE ROOF: Protect your big guns while they go on a demolition spree.

THE AC/DC CONNECTION

Where do you go for first-hand knowledge of the British forces in North Africa? The lead singer of one of the world's premier heavy rock bands, of course. Yes, it seems that Brian Johnson, the dude-looks-like-a-lady squaller with AC/DC is not just an excellent singer (?) and a pretty face (...) but an expert in desert warfare too. After his old man fought there as a Desert Rat, Brian hoarded all his letters and mementos and was called upon by the developers for reference duties. They were so taken with him and his desert fighting knowledge that they offered him a voice acting part in the game. It is his Northern croak you hear coming from deep within Sergeant Bob Starkey's beard. Plus, if you listen *very closely*, you can hear "Whole Lotta Rosie" on the stereo during the Jeep missions. It is, right? Er... *Right?* Gah.

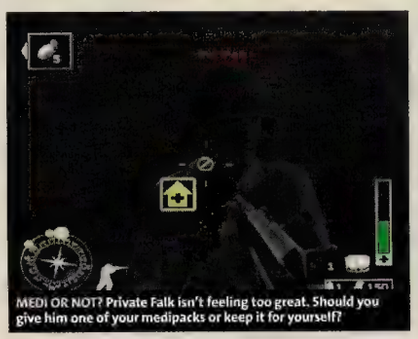
MACHINE FUN: Clear the houses with a deft spray of machine gun fire.

BOMB BUT NOT FORGOTTEN: Stall... was just like this. So we're told.

SQUAD STEWARD

Now this is a real first. On PS2, at least. Most buddy AI's are useless puppets that you follow you around and don't actually contribute anything. Not so in *COD*. Your fellow squad mates get stuck in so, if you're cowering on the floor reloading you can rely on them to at least try and take out the enemies ahead or distract them long enough to cop a lovely sniper shot in the head. The colour of their name tags changes from green to red – a genius way to quickly show who's in a bad way so, if you're feeling generous, you can run over and give them one of your health top-ups.

ON YOUR SQUAD: Your three buddies patiently wait for you to make the first move, their name tags showing their health levels.



MEDI OR NOT? Private Falk isn't feeling too great. Should you give him one of your medipacks or keep it for yourself?

TOP OF THE CORPSE: Whoops. By not protecting him (or giving him any of your health) this bloke won't be helping you out.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Loads of variety, good vehicle sections. – Respawning enemies perhaps too harsh.	+ Super sharp and ultra detailed. – Can be a little dark and gloomy at times.	+ Is this the best game sound ever? – Impossibly noisy at times.

LIFESPAN

Not huge (it's a big weekend if you're good) but there's the near infinite appeal of the online play to pep things up.

MINUTES ... YEARS

IT'S BETTER THAN...
MEDAL OF HONOR

IT'S WORSE THAN...
KILLZONE

Another brilliant PS2 first-person shooter. Boasting realism, originality and variety in equal measure – it's the premium choice for *MOH* fans this year.

87

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When evil poisoned the land, mankind was infected by oppression and despair. The only hope of revival rests with four warriors of light that will risk everything to free the world from darkness and suffering. The time has come to use magic, draw swords and swing morningstars to save the world from the sinister enemy.

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Only on Game Boy Advance.

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Hands

"NO OTHER DRIVING GAME HAS BEEN CREATED WITH SUCH SCOPE" GT4 PAGE 40

40 GRAN TURISMO 4
Much delayed. Offline. And with the ability to take photos of cars on concrete rings. Is this what we waited for? Judgement awaits.

42 THE PUNISHER
Does for violence, what *BMX XXX* does for porn – but does THQ's shameless splatterfest mask a redemptive core of gameplay?

46 RUMBLE ROSES
A load of beautiful women wrestling in mud. In slow motion. With zoom cams. No, we can't see the attraction either.

You want more?!
OK, how about *Timesplitters: Future Perfect* (page 44), and, er, that's it. How about we invent a name? *Bumstretcher's XV: Rap Zone?* (page 199), or turn to reviews on pg48. Phew.

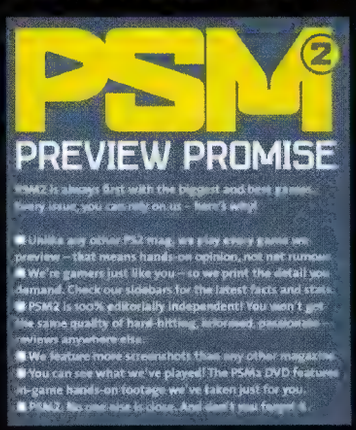
WELCOME...

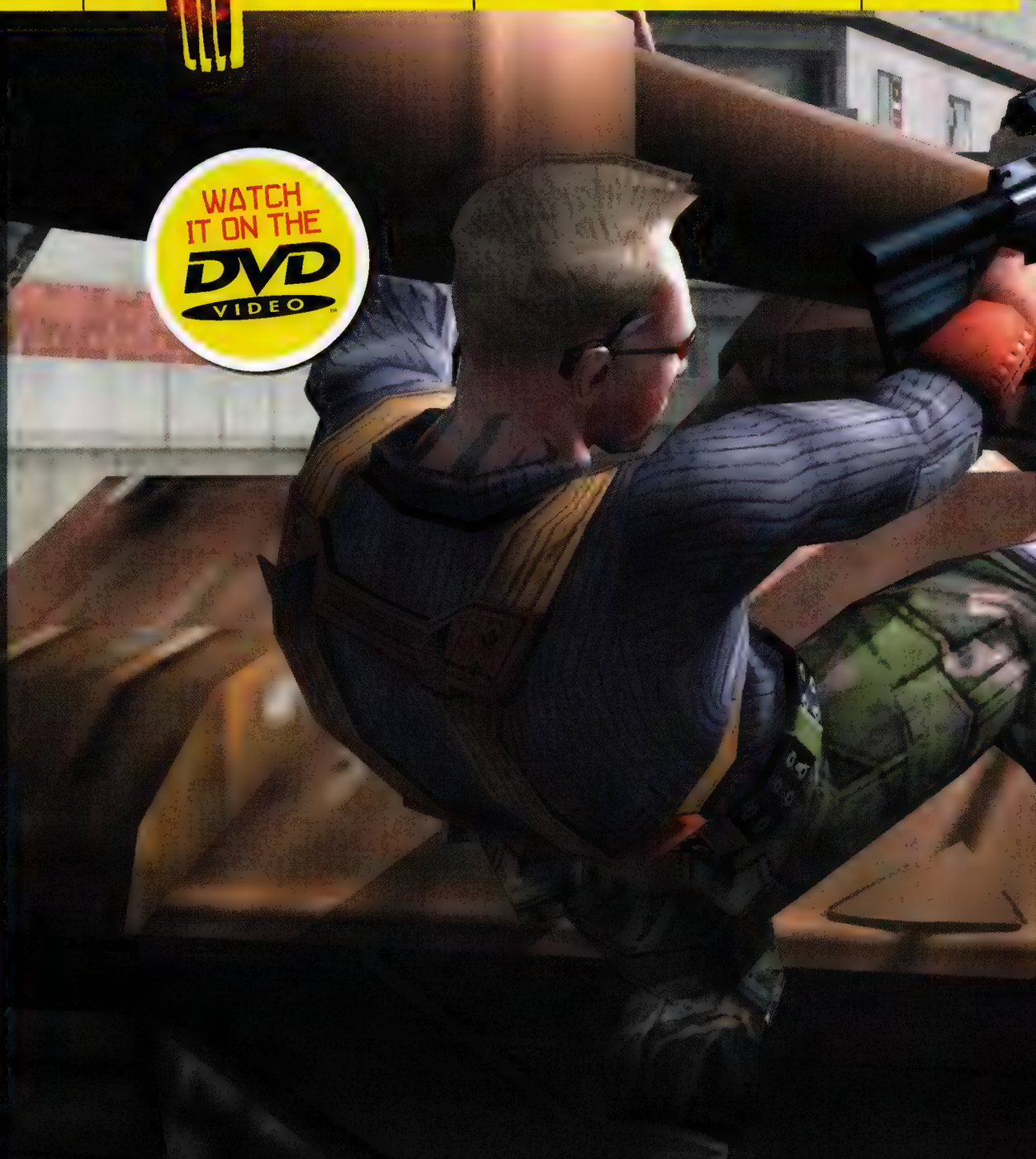
DAN D

Who said PS2 was all sex and violence? This month we've got *Gran Turismo 4*. Cars. Nice. Can't even damage 'em. Then we've got, er, *Mercenaries*. Where you blow up a school with an air strike, and... oh, Lord... *The Punisher*... where you put people through a wood chipper *feet first* and... man alive... *Rumble Roses*... where ladies with giant breas... SWEET MERCIFUL JANE!... look, I think it's best that we just stop just there shall we?

Y'see, cartoon men exploding in showers of purple goo we can take, but when the developers of *Mercenaries* and we quote – explain that "the UN tried that negotiation stuff, but when that failed, they called in a mercenary" our stomachs turn.

Y'see, far be it for us to suggest that there might be other things to worry about, than say, pinning an isolated act of ill behaviour on a soft target like games, but we're yet to pop a faceless ped with an AK 47. Y'what? *Rumble Roses* features soft focus close ups of lady's breasticles covered in mud? Trevor McDonut was right – ban this sick filth TODAY. Now where's that awful preview code...


PSM2
PREVIEW PROMISE
PSM2 is always first with the biggest and best games every issue, you can rely on us – here's why!
● Unlike any other PS2 mag, we play every game we preview – that means hands-on opinion, not net rumour.
● We're gamers just like you – so we print the detail you demand. Check our sidebars for the latest facts and stats.
● PSM2 is 100% editorially independent! You won't get the same quality of hard-hitting, informed, passionate reviews anywhere else.
● We feature more screenshots than any other magazine.
● You can see what we've played! The PSM2 DVD features in-game hands-on footage we've taken just for you.
● PSM2. No one else is close. And don't you forget it.



BECAUSE WE PLAY EVERY GAME WE PREVIEW

PSM2 MOST ANTICIPATED!

Publisher: LucasArts
Developer: Pandemic
ETA: February 2005

MERCENARIES

No Vietnam setting. No epic WWII scenarios. Just you, a sprawling landscape of angry terrorists and the freedom to blow up anything you like...

ANTICIPATED FEATURES
- 52 core mission
- Approximately 60 vehicles
- 'Do It Your Way' gameplay allows various ways to cope with missions

There's a lot to be said about a game that's *quite a lot like GTA*. When those hallowed three letters are linked to another game, you know it's going to consist of huge free-roaming elements and a whole load of action – and *Mercenaries* is no exception. We've been rattling on about it for months now, and after flying to San Francisco to get another taste, we're shaking like maracas.

It should go without saying (but we'll say it anyway): there are too many war-orientated games on PS2. They're unoriginal and always follow specific historical battles (like the dirge of Vietnam games) – frankly, we're sick to the back teeth of them. So it's with renewed interest that we delve into *Mercenaries* and it's 100% fictional world of war. Pandemic have loosely based their 'sandbox of destruction on Korea, but apart from that everything else is completely fabricated. Just to clarify for Mr Kim Jong Il. *Fabricated*.

Since the last time we got to grips with it at E3, *Mercenaries* has been stuffed with even more tools of destruction than we could imagine. There're now almost 60 tanks, jeeps and choppers to tear across the landscape in. Pandemic have also included masses of sub-challenges to keep the action fresh. For example, in one mission, we had to escort a general to a checkpoint while the enemy attacked us from all angles. Even little subtleties like using the helicopter winch to 'right' a vehicle, just highlights the amount of detail that's gone into it.

As well as *Mercenaries* vehicles providing a means from getting from A to B, they now come equipped with serious weaponry. One example of this comes in the form of a typical army jeep equipped with a machine gun emplacement. You can drive it to a safe distance from your enemies, climb onto the back, pump them full of hot lead, and then head off towards your next victims. Then there are the choppers that come with dual weapons. R1 controls the rapid-fire gun turret, and R2 launches almost three missiles per second. Never before have army vehicles played such a major part in a PS2 title, but expect to see shameless clones when *Mercenaries* hits the shelves.

The open-ended gameplay really allows you to overcome situations in anyway possible. For example, when faced with a group of hostile enemies and a low-flying chopper, we found ourselves seriously outgunned. Solution? Sprint off to a vantage point, and train a crosshair on the 'copter pilot with our sniper rifle. One smoking barrel later, the pilot's dead and his chopper's scattering troops after smashing uncontrollably into the ground below. We could've blitzed the enemies with bazooka shells or even hijacked the helicopter and turned on the scurrying troops, but we didn't. It just goes to show the endless amount of possibilities. And depending on how you take care of business can change the end sequence.

As well as being able to overcome random situations ►

DRIVE BY, FLY BY

Despite the early promise of piloting jet planes, PSM2 is sad to report that they're gone. But worry not because there're now approximately 60 vehicles to get your hands on. You can cause mayhem in a rocket firing 'copter and blast around on jeeps with mounted machine guns. And tanks that can take down *buildings*. Sweet.

"OPEN-ENDED GAMEPLAY ALLOWS YOU TO OVERCOME SITUATIONS IN ANY WAY POSSIBLE."

[illegible]AD: Calling in the chopper [illegible]es. Priceless.

BORN TO TRUCK: Any vehicle that you can find can stolen and driven.

THE SPY WHO FRAGGED ME: Not only is she an expert of intel, Jennifer's also handy with a gun.

in any way you like, *Mercenaries* also allows you to choose which factions you're allied with. There're three groups caught up in the conflict. You've got the ever-helpful UN, the totally corrupt Russian Mafia and the Korean's who started this war in the first place. Depending on which party you designate as targets, you'll earn kudos and countless amounts of weapons from the other groups. But don't worry about pissing a faction off temporarily because you can get back in their good books by bringing back dog tags of the opposition. There're specific benefits of having allegiances with each faction so you may choose to befriend the UN because they've got strength in numbers when it comes to manpower. But if you choose to stick with the Russian's, they'll deliver the best weapons. Also, the more that groups trust you, the more info they'll spill on the Deck Of 52 (see box out) and their whereabouts. So be careful who you annoy if you want a smooth ride.

Although there aren't plans to include any interiors to explore, there're more than enough outdoor exploits to get excited about. Possibly the most tedious, yet totally necessary, test we conducted was to run the entire width of the landscape to find out just how big it was. Approximately twenty minutes later we'd dashed through rugged mountainous terrain, industrial estates and countless amounts of enemy camps.

As we blazed across the landscape we were informed by *Mercenaries* Head Producer, Tony Mast, that every building we'd passed, and everyone we hadn't, could be destroyed to earn more cash. So with this in mind we called in some heavy artillery to put it to the test. We headed straight to a huge structure that we saw in the distance, and when we got there, it was even bigger than we first thought. We were sceptical about Mr Mast's comments, but after we shelled the shit out of it the whole thing fell to a crescendo of firework style explosions. Brilliant.

"CHOOSE TO SIDE WITH THE RUSSIAN MAFIA AND THEY'LL DELIVER BEST WEAPONS"

With our eyes still burning from some of the best blast visuals on PS2, we decided to cool our guns for a while. We thought it was about time to cuff a few criminals and bring them in alive; after all you get more cash for a live prisoner than a dead one. If you can get close enough to an adversary you can apprehend them in a sort of detached *Manhunt* style. Your character slips into a sequence of grapples to incapacitate them and once they're down you can carry them back to HQ and claim your bounty.

Even though we've got to wait at least another three months until *Mercenaries* hits the shops, we're already confident that the polished article is going to be amazing. The action content is compelling, it's visually superb and most importantly enjoyable. Summarising it as like *GTA* with war is right on the money, and unlike the tried and tested warfare games on PS2, the action in *Mercenaries* is constantly changing. We're not sure about the underlying yankee-doodle morality – you're asked to bomb a library, y'know, where kids *learn* – in one mission, but, hey, it isn't, actually *real*. From calling in weapon and vehicle drops, to forging alliances with different factions, you can do the lot. If you like your free roaming games with a touch of originality, then February 2005 isn't going to come quick enough. Keep it PSM2 for the latest news next month. **Nathan Irvine**
Mercenaries is action personified. Check back next issue for the latest updates.

PSM² RECKONS

The more we see of *Mercenaries*, the better it gets. With the release date still three months away, there's plenty of time to add even more interesting elements. The heavy influence of free-roaming gameplay is currently setting new agendas for action games. We're genuinely excited about this. War has never looked better.

VOICE TALENT

Rather than opting for a cast of Joe Nobody's to provide the voices, Pandemic have signed up a few seasoned Hollywood actors. They've managed to rope in Peter Stormare who starred in '90s cult classic, Fargo to voice the Swedish bloke, Mattias. And Apollo Creed's alter ego, Carl Weathers (y'know, the dude from Predator), lends his vocal talents to the Mercenaries' General.

©Rex Features Ltd

FOUR WAYS TO BLOW THINGS UP: MERCENARY-STYLE

There're plenty of ways to create vast amounts of havoc within *Mercenaries*. Here's just a taster of the destructo-action to be enjoyed as we present our top four ways to blow shit up...

PLANTING C4

Using C4 is a handy tool for levelling huge structures. In *Mercenaries* you can acquire tons of the fantastic plastic and you even get to control the detonations. So once you've planted it on a target, leg it to a safe distance and watch those amazing fireworks.

USING A TANK

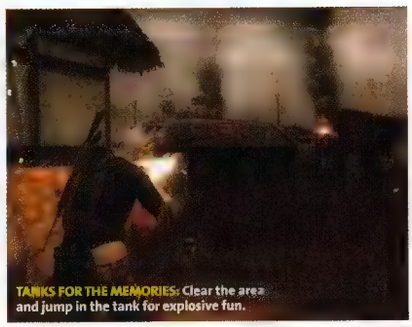
The ultimate vehicle acquisition has to be the tank. Not only can this shell firing menace raze a horde of enemies, it can also flatten a building in seconds. And because of the über thick armour it can take a lot of damage before you need to get out.

AIRSTRIKE

The first time you deploy an airstrike will be a joyous occasion. The effects that follow a carefully planned attack are awesome. Hit L1 to view your target from an aerial perspective and then press it again to initiate the biggest explosions on PS2.

FUELBOMB STRIKE

A visually impressive variation on the standard airstrike is the immense fuel bomb. After calling in one of these bad boys, the plane will drop a huge cloud of fuel onto your target. It then covers a wide area with hot fiery death. Smokin'.



TANKS FOR THE MEMORIES: Clear the area and jump in the tank for explosive fun.

THE LIGHT FANTASTIC: Some of the most impressive explosions on PS2.

ACE OF HEARTS: General Chul Kang is the head honcho of the Hearts faction. Nice mole.

DECK OF 52

The main missions see you capturing all the key 52 criminals. The bad guys are split into four suits. There's the Clubs, Diamonds, Hearts and Spades and each group goes up in order of threat. For example, the one of diamonds is easier to apprehend than the ten. You can bring them in dead or alive so you don't have to cuff them while being shot at.

Publisher: Sony
Developer: Polyphony Digital ETA: Early 2005

GRAN TURISMO 4

More cars than you could possibly eat, in the tastiest driving game since... EVER!

Myriad new features and even more cars make this the ultimate driving title.

ANTICIPATED FEATURES
- Driver assists to include active steering, traction and stability control.
- 100+ tracks to include Suzuka, Sears Point and the classic Autumn Ring.
- B-Spec mode for car-porn voyeurs.
- Photo mode for car pornographers.

Much of the recent news about *GT4* has focused on disappointment – the promised online mode has been deleted. For now. Sad, but don't get too caught up in that. There's plenty to celebrate. No other driving game – possibly no game full stop – has ever been created with such scope, depth and ambition. It's huge. It will be huge. And, for the first time since the series began, a lot of it is genuinely new.

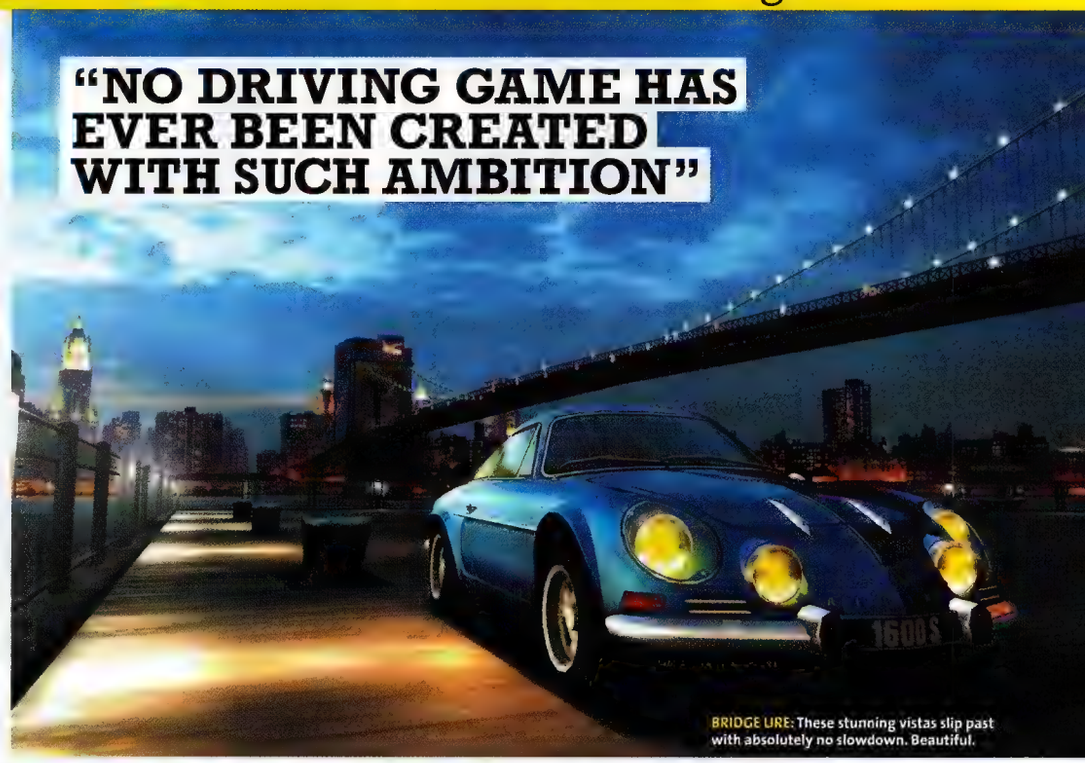
All previous *GTs* had the same physics model (with a few tweaks), but *GT4's* has been built from scratch. We've tested it at length and can tell you it's at once instantly recognisable and completely refreshed. It's much more of a challenge, particularly once the driver aids (more comprehensive than ever, newbies) are switched off. And a decent wheel really will help, and how many games can you honestly say that for?

Then there's the new 'B-Spec' mode, where you oversee races instead of drive, assessing performance with replay/stat screens in the pits. You monitor fuel use, sector times tyre wear and anything else you can think of, then instruct your driver to pit, be more or less aggressive; whatever you deem appropriate. Again, unlikely to set pulses racing, but a big temptation for Ross Brawn-style tactical geniuses.

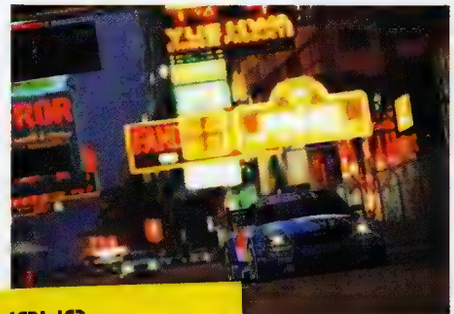
But let's get to the heart of it. Polyphony is claiming an enormous 650 cars, of which 450 are new. Well, new to the game – although it focuses mostly on the '80s and '90s, the selection runs from now all the way back to 1945. Significantly, your garage holds up to 1000 vehicles, which indicates just how much it's possible to alter them. Tuning is deeper than ever, and you've got nitrous to add now, too.

And it's all more useable: horsepower and other limitations have been relaxed. You can cane everyone with vast bhp if you like, but now you score points – and winning from a disadvantage scores more. Races aren't all simple do-X-laps-and-stop affairs either, but 'missions' instead – start in second but a lap down, for instance, and win from there. See? There's a ton of new stuff to look forward to, more, in fact, than we can fit in here. But don't get too caught up in that. Watch out for big updates very soon. When you know that it takes one designer a month to create one car, and there are 650 cars, you begin to understand the delay. **Steve Williams**

GT4 will miss Christmas, so we'll finally get driving in early 2005.



BRIDGE LIRE: These stunning vistas slip past with absolutely no slowdown. Beautiful.



PSM RECKONS

Driving *GT4* is a new experience – familiar, but so much deeper. The re-thought structure is extremely welcome, and online racing should follow eventually – albeit in some kind of '*GT4: Online!*' re-release. The good news is that right now the game is vast. We're just hoping that we don't have to drive small rectangular runabouts for the first three hours...

SPECS APPEAL

The new B-Spec mode lets you manage and control different aspects of a car while the computer does the driving for you. You can manipulate various features during the race and the action centres more around management rather than hand-to-eye driving skill. This was originally going to be a spin-off game, but they've bundled it with *GT4*, which is good.

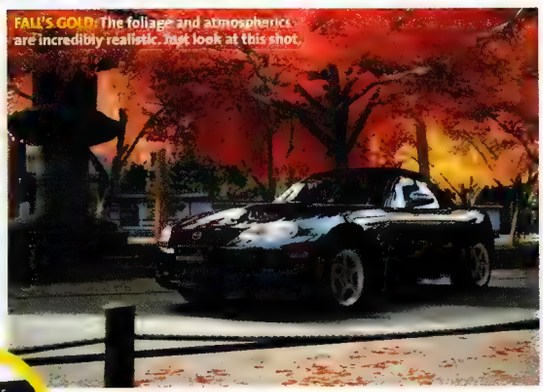
SNAP HAPPY: Take photos of cars from various sexy angles, if you want.

"THE PSP VERSION STILL FEATURES THE SAME ASTONISHING PHYSICS"

HAND TURISMO

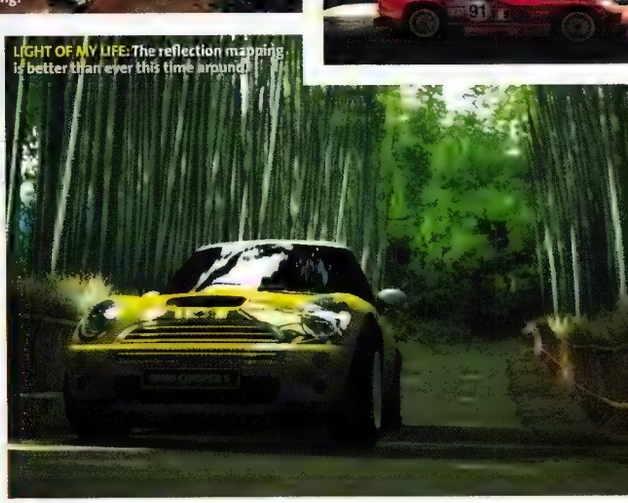
Polyphony figurehead Kazunori Yamauchi fully expects the PSP version of GT4 to feature the same astonishing physics system, though, to keep the backgrounds the same the number of cars on track will probably drop. Shame – we'd rather have slightly worse backgrounds and more racers. And in case you think Yamauchi is blindly hyping Sony's new baby (tiny PSP just a few percent behind PS2, power-wise?), consider this: he admits he didn't want to make *GT4: Prologue*. And he blames marketing pressures from Sony. Hardly the words of a corporate mouthpiece.

FAST AND FURIOUS: The urban courses have a unique look.



FALL'S GOLD: The foliage and atmospherics are incredibly realistic. Just look at this shot.

CANYON WE...?: As you know, this is an actual in-game screenshot. Stunning.



LIGHT OF MY LIFE: The reflection mapping is better than ever this time around.

THE CAR'S THE STAR

There are over 80 manufacturers in *GT4* and around 650 cars, each with their own unique physics model. Companies include Fiat, Citroen, Renault, Subaru, Hyundai, Aston Martin, Audi, Mazda and span Germany, America, France, Italy, Japan and the United Kingdom. Still no Ferrari, though, which is a shame as we'd very much like to tear around in an Enzo. The game is also missing Lamborghini machines, which were hinted at at one stage. Still, there's plenty left to drive.

FACE HUGGER: Grab hostages and his mates will be helpless. Then shoot him in the face.

Publisher: THQ
Developer: Volition ETA: February 2005

THE PUNISHER

If you thought dying was boring, think again. Get ready for the most shamelessly brutal action title on PS2. This is violence at its most... *violent*.

ANTICIPATED FEATURES

- More than 70 environmental kills, plus dozens of quick and special-ity kills including death by electric chair, feeding to the sharks and sausage machine.
- A totally original Punisher storyline scripted by comic-book writers Ennis and Palmiotti, with 12 main locations including The Russian's boat and Mafia chop shop.

The Punisher could be the most violent game ever. None of that boy-next-door Spider-Man crap, but proper Kill Bill limb-mincing, heads-popping-like-corks, epic type. You want blood, you got it. To put it in its context, *The Punisher* is like the shady gent in the back alley with the long overcoat, the double-barrelled shotgun and the belt of shrunken skulls and cut-off pinkies round his waist.

Essentially, it plays a lot like *Max Payne*. It's an intense, bloody, third-person action adventure full of relentless blasting and up-close slicing. You get the usual weapons like Uzis, shotguns, samurai swords and meat cleavers. There's an atypical zoom view for precision shooting, and if you're particularly cunning, you can grab bad guys and use their sorry little butts as human shields.

So it's kinda seen it all before, right? Well, yes and no. The big twist comes through the game's interrogation scenes and special kills. Unlike *Manhunt* though, which was relentlessly brutal, the deaths in *The Punisher* are way more imaginative, more stylised. It essentially takes killing by the scruff of the neck and reworks it into an outrageous art form. In the zoo level, a standard third-person shoot-out culminates in a sole survivor being interrogated and then shoved into a whirring woodchipper machine. GRRRRIIINNNDD!!! Love it.

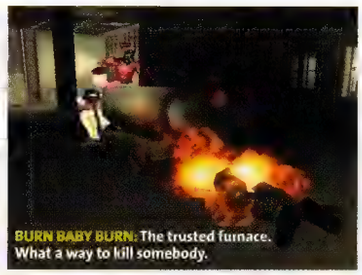
It gets better. A wander through the Aztec museum sees us impaling one mobster on a mounted crucifix (that'll be one of the game's many special kills, then), sacrificing another on an altar, and finally, grabbing a guard around the neck and plunging him headfirst into the piranha tank. Basically, this is like a montage of all the would-be death sequences from the Bond films if 007 wasn't such a lucky git.

"Our whole theme has been '101 ways to kill'" Volition's associate producer James Tsai tells us. "There's something for everybody, you're putting them in furnaces, hanging them over buildings, bashing their heads in car doors - if you've seen it in an action movie, then chances are you'll get to do it in *The Punisher*."

For pure pick-up-and-play ultra-violent, cartoon fun, *The Punisher* is a monster. It smacks you in the face like a one-tonne cranium fist after a 10-foot run-up. **Stephen Daultrey**

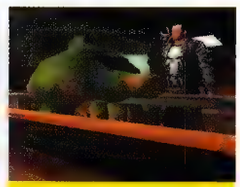
Punish yourself next February.

DARK WATCH: The game is very noir-like and comic-esque.



BURN BABY BURN: The trusted furnace. What a way to kill somebody.

YOU'VE BEEN FLOORED: Dead bodies everywhere. A job well done for The Punisher.



SQUEEZEY LOVER

Mobsters is essential to play, not only 'cos it gives you a human shield, but also, allows you to interrogate in exchange for info and health. You can either smash gangsters' faces into the ground, choke 'em, punch 'em or use objects (like a chroming machine or a drill). Making the cronies submit involves balancing an arrow in a meter using the right-analogue stick. Once that's done, you're free to kill as you please.

"SMACKS YOU IN THE FACE LIKE A CRANIUM FIST AFTER A RUN UP"

PSM RECKONS

Well it ain't gonna win any awards for depth and originality, but in terms of immediacy and complete cartoon craziness, *The Punisher* is guaranteed to enthral. A hard-hitting, outrageous action romp that does the comic-book license justice. Are you ready Daily Mail readers? This could be worse than all the *GTA* games combined...

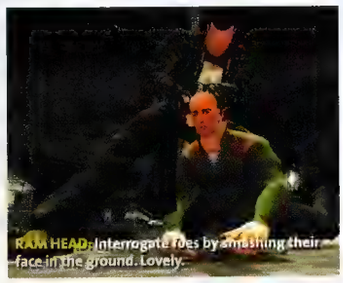
COVER STORY: This fool is taking cover behind a small shelf. Dumbass.

"ONE SCENE ENDS IN A SURVIVOR BEING SHOVED INTO A WOODCHIPPER."

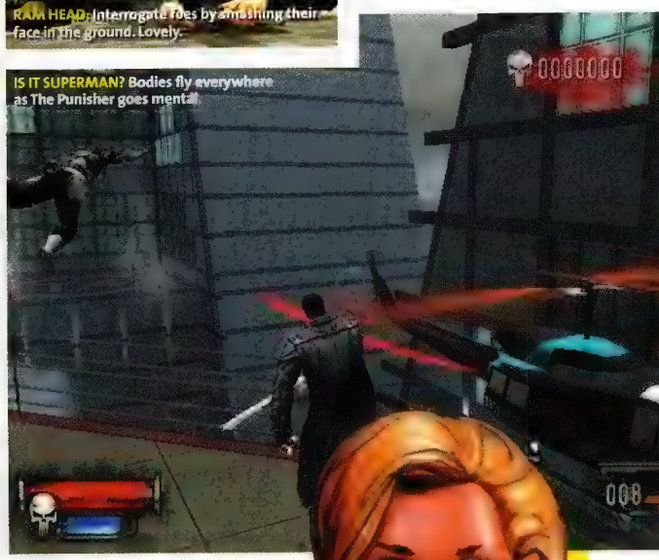
COLT PYTHON: The bigger the gun, the bigger the mess. It's like Newton's second law.

NEED A WIDOW?

Feeling lonely? Well don't, there's a widow on the prowl. On his travels, good old Punisher gets to hook up with fellow Marvel nutbags like Nick Fury, Daredevil, Black Widow and Iron Man (all AI-controlled). Judging by the Black Widow level we sampled, there'll be a few neat team-ups to perform too such as throwing foes while your arachnid lady blasts them mid-air. Elsewhere, you'll be able to traipse through an impressive Stark Industries, home to Iron Man, which features a sweet laser-cutting execution (ouch!). Plus you'll get the usual cast of villains like Jigsaw, The Russian and Kingpin.



RAM HEAD: Interrogate foes by smashing their face in the ground. Lovely.



IS IT SUPERMAN? Bodies fly everywhere as The Punisher goes mental.

I'M A POET, DON'TCHA KNOW IT!

Even the main shoot-outs have a poetic grace about them. In the mobster mansion, we were throwing our shotguns for mobsters to catch, before plummeting a blade into their scalp; we were blowing off heads; chucking screaming bodies into the air and hacking off limbs.

HEADS OFF: Even Tarantino couldn't have dreamt this up.

BRING THE PAYNE: It all plays a little bit like Rockstar's shoot-em-up *Max Payne* – no bad thing.

RIFLE WITH DETAIL: As ever, sniping makes a return.

Publisher: Electronic Arts
Developer: Free Radical Design ETA: March 2005

TIMESPLITTERS FUTURE PERFECT

Time travel doesn't exist. But the future will see another instalment of the First Person Shooter that doesn't take itself too seriously. Perfect...

ANTICIPATED FEATURES
- A time-travelling romp based in the '20s, '60s, '90s and the near and distant future.
- The ability to take control of land vehicles such as trucks, tanks, and cars.
- An extensive arcade mode with loads of mini-games and challenge maps.

Monkeys will be reappearing." That breaking news comes straight from the mouth of Free Radical's David Doak, who spotters may know better as the character Dr Doak from Nintendo 64 classic GoldenEye. Doak may not be making a cameo appearance in *TimeSplitters: Future Perfect*, but the return of gun-wielding chimps is just what the doctor ordered, and will be greeted with jubilation by fans of the series. Now in the hands of EA, and following the current trend away from the numbers, *Future Perfect* is of course the third instalment of the time-travelling First Person Shooter, and as such will be seeking to improve on 2002's mainly excellent *TimeSplitters 2*.

Considering that it still stands up as one of the finest console shooters ever, that's no mean task. According to Doak, "From *TimeSplitters 2*, the biggest criticism we had was that there wasn't much of a story there, so that's the big thing we've focused on. It's night and day compared to the story of the previous one."

That story continues from the end of the previous game, with hero Cortez searching for some crystals that will end the war, and eventually confronting the person who invented the titular TimeSplitters. This involves leaping between a variety of time zones between 1914 and 2401, enabling Free Radical to employ their signature concept of throwing in a war level, a horror level, a futuristic level, and so on. The levels will be even more varied than before and we're expecting a greater level of interaction and environment manipulation. One trailer shows a building being destroyed by mortar fire, so *Second Sight*-style physics could well appear.

And in a nod to films such as Bill & Ted and Back To The Future, you'll even be able to meet up with future and past versions of yourself. These encounters will involve passive acts such as handing over a key, or at the opposite extreme, defending your other self in a gunfight on board a runaway train. As for supporting characters, some old favourites will be back, including self-styled '60s playboy Harry Tipper.

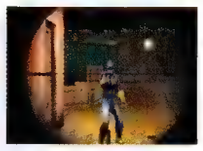
Given the various settings, a wide range of weapons will be up for grabs, including some nifty anti-gravity affairs. Furthermore, each gun comes with a melee function, enabling you to smack enemies in the temple. Even the monkeys. **Steve Hill**

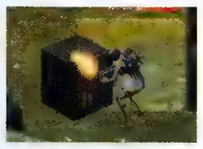
You'll need to travel to March 2005 to play TimeSplitters: Future Perfect. We can't wait.

MULTIPLAYER MADNESS

Much of the appeal of the *TimeSplitters* games has always been the multiplayer aspect, and this is set to continue with number three. Along with 16-player online DeathMatch, the story mode can also be played through by two players in co-op mode. And if that's not enough for you, the enhanced MapMaker will let you painstakingly create your own levels, which can then be posted online. It's the future and just goes to show that Free Radical know what makes gamers tick.

ROBOT: Enemy AI is already looking much sharper.





JEEPED TEASPOON: Vehicles are a major new addition.

PSM RECKONS

It wasn't really broken, so there isn't a great deal to fix. The optional new aiming system will silence quibblers, and those who require a greater incentive than 'you're playing a game - shoot stuff' will be pleased at the addition of a more coherent storyline. Ultimately though, it's looking like more of the same. Which is of course very good news.

AIM TO PLEASE

Some veterans of PC First Person Shooters complained that the *TimeSplitters* aiming system was somewhat bewildering, something that is being addressed in *Future Perfect*. The current method will still be available, but a comprehensive range of options will enable you to set it up according to your preferences. Those who can't cope will be able to select the more traditional fixed view, whereby the cursor remains on the screen at all times. No more excuses then.

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Publisher: Konami
Developer: Konami Japan ETA: Early 2005

RUMBLE ROSES

WATCH IT ON THE DVD VIDEO

Had enough of men in pants pretending to hurt each other? Konami's new wrestler redefines 'button bashing' in several important ways.

ANTICIPATED FEATURES
- Independently suspended breasts which surge against their restraints like flood tides
- 11 basic characters with good and bad personas
- 1 school mistress
- Popularity system favours crowd-pleasers.

While most people will buy this for its rich, Dickensian characterisation and sweeping storyline, we're looking way beyond to all the pillowy bum cheeks. And the Jeffreys... yes, the heaving Jeffreys. After all, gamers are a mostly male bunch, so we're never going to know what it's *really* like to club someone with our rippling breasts, or sit heavily on someone's face so they die of something other than the smell. How can we get in touch with our feminine sides if we never experience what it really means to be a woman? As explicitly as possible? Having two of them rubbing together just means we'll learn twice as fast. Look, Rumble Roses is pretty much a social necessity.

Of course, you can also quite merrily strangle Kojak to it – if you're a desperate 13 year-old boy, that is, and 13 year-old boys are a) desperate by definition and b) quite clearly being targeted here. Developed by Konami in conjunction with *Smackdown!* head honcho Yukes, it's already been admitted that the camera is 'crotch sensitive' – that is, it swivels to provide the most spectacular views of whirling lady muffle at any given time. It's a technology that has us very excited for the future. If only San Andreas had the same. What a shame.

The typically over-the-top intro movies are also notably lengthy and focus ostentatiously on developing the characters as deep, complicated human beings, exploring their motives for risking the very thing society unfairly judges them on – their looks – and forcing their colossal jugs right into the lens. Don't think this is a crassly overused tactic, though: a lot of the time they're jiggling their peaches at you instead.

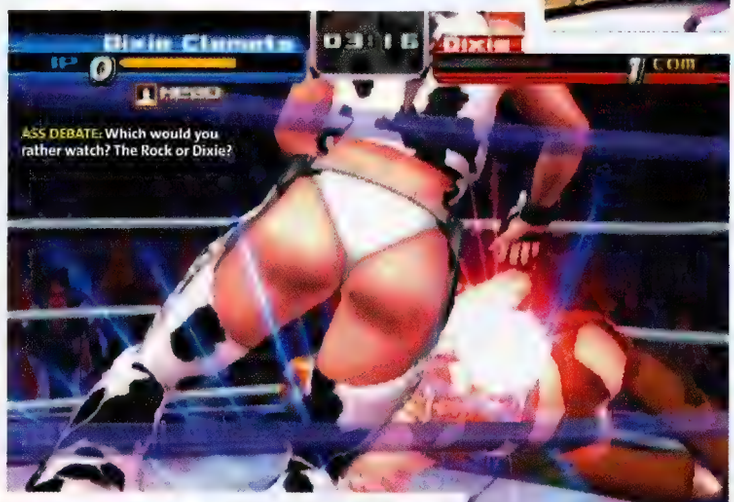
Not that you'll see any flashes of the furry triangle or even bared flesh-thimbles - clothes are skimpy but always there. Nudity could so easily have tipped this artistic document into cheaply exploitative lighthouse-polishing material. Nor can the often furiously suggestive gymnastics and tender gusset-nuzzling cheapen it: it's full price. Even when writhing in mud in a bikini made from sewn-together gaps, the integrity of *Rumble Roses* pokes through. As does the frequent impression you're looking at a lovely pink bicycle stand. What a game.

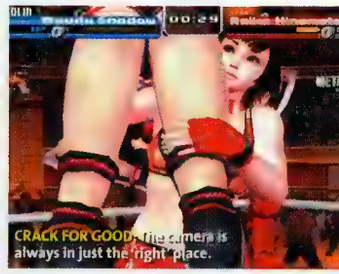
Oh, and there's some wrestling which works like *Smackdown!* on different buttons. **Steve Williams**

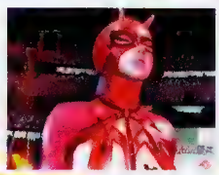
The bad news is that Rumble Roses *won't be out in the UK until early 2005.*

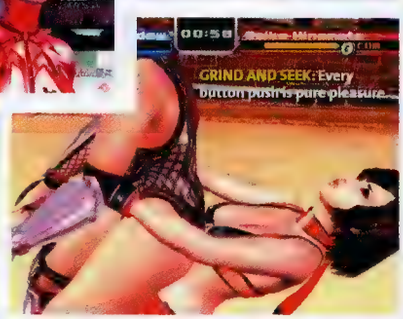
NURSE, THE SCREAMS

Or perhaps more accurately, the soft moans of pleasure. Her Sharon Stone leg-crossing is much appreciated, though as a nurse she's perhaps flawed in her unstoppable urges to cause pain and injury. Still, she's hardly the most confusing of the characters – each has her own odd reason for being here, told in Story mode. The token ninja, for instance – dressed in traditional fishnet lingerie of course – is on a not-very-undercover mission to... well... find out some things. Will we solve the mystery of Reiko Hinomoto's missing sister along the way? Could the single masked character, Evil Rose, be connected? It's a conundrum alright. Anyway. Phwoar.









OOPS I DID IT WITH GIRLS

Blonde cowgirl Dixie Clemets bears a quite striking resemblance to Britney Spears, a fact we simultaneously suspect is both no coincidence at all and, in a more legal sense, completely unintentional. Sadly there's no Dirrty Christina look-alike though Bloody Shadow appears to be a cross between Michael Jackson, Slipknot and a Reader's Wife. Bloody Shadow, eh? It's what the kids want.

PSM RECKONS

You might think we're approaching this in a somewhat childish fashion, but the fact the developer has as well kind of forces our hand. The wrestling is actually as good (though inevitably familiar) as *Smackdown!* but with added short-term hilarity. It's all about the ladies. Grappling. With each other. Grappling with... their feelings. Sometimes in mud.

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"HAS THE ABILITY TO SURPRISE AT EVERY TURN, IS DIVINELY PACED AND A REAL GAMER'S GAME" SAN ANDREAS PAGE 50

Revie

PLAYED TO DESTRUCTION BY PS2 EXPERTS

58 PRINCE OF PERSIA: WARRIOR WITHIN
It's gone 'dark', but as a consequence has it lost the charm that made the original so good?

66 FLATOUT
The Americans love mashing cars up, so they'll be happy with this racer that's all about wrecking motors and firing men through windscreens.

84 WWE: SMACKDOWN VS RAW
It's THQ's ballsiest, most heavily licensed super franchise. Does it powerslam or just collapse on a table?

You want more?!
We've got reviews of EyeToy Play 2 (82), Jak 3 (76), Get On Da Mic (70), and Ford Racing 3 (72). Will that do you? Well there's more too!

WELCOME...

DAN G

After months of fevered speculation, fact hunting and rumour sifting, the big one is finally upon us. The Daddy. The Duke. The Don. The Big Kahuna! Yes, *Robotech Invasion* is here!... No, we mean *San An*-sodding-*Dreas*! and you know what? It's everything we hoped for and more.

We do, however, worry about other developers. *GTA3* and *Vice City* were big, but not beyond imitation – *San Andreas* though? Man, that's a completely different kettle of game design – an Earth-straddling kettle filled with sexy hot gameswater! Seems that in the wake of its release, EA have given up all hope. Since *Burnout 3* (which they essentially stole) and *Def Jam*, they've had no must-buy games. Both *Rogue Agent* and *The Urbz* are completely devoid of goodness. Reviews this issue.

And with PS2 entering it's bus-pass years will any other game *ever* supersede *San Andreas*? Maybe everyone should just give up?

No, everybody else should strive to make their games *better*. These days second best just won't do any more.

It's here! It's the best game on PS2!

PLAYING PS2 LONGER, HARDER,

DANIEL GRIFFITHS
EDITOR: Dan receives a bill from our photographer pointing out that it's 20p each time we use these photos. We now owe him £42,456.40. That'll be new pics next month then...
SPECIALIST IN: Driving
FAVE GAME THIS MONTH: *GTA: San Andreas*

DANIEL DAWKINS
DEPUTY EDITOR: Moments later, confused Dan bit down on the big black plastic biscuit and started bleeding profusely from the gums. Oh, how we laughed.
SPECIALIST IN: Extreme Sports
FAVE GAME THIS MONTH: *GTA: San Andreas*

JORIN SIEVERS
PRODUCTION EDITOR: The biggest Australian in the world was back in the office for a few days. He drank a beer, swore at us and then made off with our cattle. What a guy!
SPECIALIST IN: Beer
FAVE GAME THIS MONTH: *The game of life*

REVIEWS

74 RATCHET & CLANK 3: No one expected this cracking platformer to be better than 1 & 2.

WANKAH! ▶ PAGE 62

THE GETAWAY: BLACK MONDAY
Has it improved since the original or is still a major pain in the arse end?

80 GOLDENEYE: ROGUE AGENT: What went wrong? James Bond is spinning in his grave.

78 SEGA SUPERSTARS: Waving your limbs has never been so much fun.

REVIEWED THIS MONTH!

CALL OF DUTY: FINEST HOUR 29
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PSM2 SCORING

PSM2 is 100% editorially independent and we mark hard, but fair. We know you want buying advice you can trust and that's why when you see a game with a good score from PSM2 on the box, you can guarantee it's going to be worth the price. Marked precisely out of a 100 rather than "three stars out of five", here's what those scores mean:

0-29	Shoddy nonsense that deserves a hoofing. If you see a game with a score below 30, move away from the shelf and look elsewhere.
30-49	Some fun to be had and it might even look nice graphics-wise, but the gameplay and design are sure to be seriously flawed.
50-69	An average score for an average game – no major faults. This is fine for die-hard fans of the genre or if you're after a decent budget release.
70-84	Now we're talking. A massively entertaining game that only just misses out on being really special. This will offer top value for money.
85-89	Get your wallet out! Playing as good as it looks, a game in this tight scoring band will be a near-classic and comes highly recommended.
90+	Unmissable. Essential. Superb. Classic. A game that scores over 90 deserves all the plaudits it gets and is guaranteed to push your PS2 to the next level. If you're a real gamer, you will need this game.

AWARDS

If you see one of these fellas, you know your luck is most definitely 'in'...

PSM2 BRONZE AWARD
Awarded to games that score over 70. A thoroughly enjoyable, solid game and no mistake.

PSM2 SILVER AWARD
Awarded to games that score over 80. A top quality, cracking game is guaranteed.

PSM2 GOLD AWARD
Awarded to games that score over 90. Reserved for true classics – don't expect to see many of these.

PSM2 GAME OF THE MONTH
The best game in the issue. If you're getting only one game this month, get this!

U.S.Robotics
PSM2 plays online wirelessly with US Robotics hardware

FASTER THIS ISSUE:

▶ NATHAN IRVINE
STAFF WRITER: This month, Nathan rose extra income by dancing naked for pennies at a sordid docklands pub frequented by sailors, and murderers. It's top to make him stop.
SPECIALIST IN: Sports, Action
FAVE GAME THIS MONTH:
GTA: San Andreas

▶ JES BICKHAM
WRITER: What a conundrum! It's pronounced 'Jez' even though he mis-spells it as 'Jes'! Jesus. Who's idea was it to employ a writer that can't even spell his own frikkin' name?
SPECIALIST IN: Adventure games
FAVE GAME THIS MONTH:
GTA: San Andreas

▶ ANDREW KELLY
STAFF WRITER: This month, Andy saved four children from a burning building, defeated a gang of Triads and copped off with the President's daughter. In his stupid dreams.
SPECIALIST IN: Adventure games
FAVE GAME THIS MONTH:
GTA: San Andreas

PSM2 REVIEW PROMISE

PSM2's review scores are the only ones you can trust. Here's why:

- PSM2 is 100% editorially independent. That means waffle-free, no-bullshit reviews that say what a game really plays like, good or bad.
- PSM2's reviews are written by PS2 experts – years of gaming experience working for the world's best games magazines means we know what we're talking about.
- PSM2 goes into the detail that real gamers want. Want to know how 60Hz mode affects a game or what the network lag is like? Read PSM2. Want to know what a game would be if it was a biscuit? Read another mag.
- Look at our verdict box where we take apart games in terms of graphics, sound, gameplay and lifespan.
- We feature more screenshots than any other magazine and with PSM2 you see what a game really looks like, not shots of the CG intro or box artwork.
- Games are fun – but it's no fun if you buy a stinker. That's why we mark hard but fair at PSM2.
- PSM2 is written by gamers for gamers – and that means while we're first with the big budget blockbusters, we're also behind the smaller, but equally great, titles that real gamers love.

INFOSTRIP

DETAILS
Developer: Rockstar North
Publisher: Rockstar
Players: 1-2
Memory Save: 995kb
Widescreen: Yes
50-60Hz: No
Surround Sound: Yes

PREVIOUSLY IN PSM2...
"SAVOUR IT. THIS MIGHT – JUST MIGHT –BE AS GOOD AS IT GETS UNTIL PS3"
PSM2#55

GAMEFAX
Action/adventure
PS2 Exclusive
GTA copy
Addictive

TRIVBURST
- Three unique cities linked by countryside and desert.
- Free roaming gameplay linked by 90+ story m'ssions.
- 2-player co-op games.

grand theft auto San Andreas™

PSM2 GOLD AWARD

The sequel to end all sequels.
The biggest shock in PSM2 history.
Why games will NEVER be the same again...

SPRAY IT FORWARD: Spray all rival tags to complete the Los Santos secret packages.

The most controversial series in videogame history has spawned an unarguable truth... *GTA: San Andreas* is the best game on PS2. Fact. If not, one of the best console games *ever*, matched only by such epochal titles such as *Halo*, *Super Mario 64* and *Final Fantasy VII*. In some respects, Rockstar's achievement is all the more daunting, because *GTA: SA* delivers relentless, sublimely balanced and uniquely varied gameplay for at least 50 hours. And the only reason we can't vouch for longer is because that's how long it took us to finish the story mode – yes, all 90+ invariably great missions – before we were forced to hide the DualShock 2 and hit the keyboard.

To give you some idea of *GTA: SA's* scale, and huge variety, it took us five days of play to reach the last mission (from 10am to 7pm) with the fifth day culminating in a 5am – yes, in the morning – finish. During this time, 109 virtual days passed, we'd wasted 1609 people (don't worry, they – *usually* – deserved it), spent $109838 on shopping, started 756 fires, travelled 537,367 miles by car (forgetting on foot, bikes, planes, choppers, BMX's and some *huge* surprises – more later) and – this is the killer – achieving a mere 51.87% progress percentage. 'Finishing' *GTA: SA* is only the beginning. We'd barely attempted a side mission –

"To give you some idea of scale it took us five days of play to reach the last mission, culminating in a 5am finish"

TOP 5 STATES

1. Happy
2. California
3. 808
4. Liquid
5. San Andreas

GAMEPIE

30% Driving
25% Shooting
10% Working out
10% Trying on clothes
25% Trying the impossible

no pizza delivery, RC copters, renegade cop, ambulance or *pimping* – performed a measly four unique jumps (out of 70+) and acquired only 36% of the territory. And don't even speak to us about the secret packages – more on them later.

But the most important statistic of all rests at the end of pg56 . Go on, take a peek. It's a score we thought we'd never award. Ever. And although we've made some mistakes in our time – giving *Ico* only 85% after a furious office debate, and *maybe* getting over enthusiastic about a similar game in the genre – this is one we're sure about. Don't be fooled. *GTA: SA*'s not perfect. But it's the single greatest achievement on PS2 – you simply can't believe that anyone could produce such a ruthlessly playtested, dauntingly huge and uniformly brilliant title in only two years.

It's not the game to end all games. It's the game that *is* all games. Well, almost. The driving sections are a match for *Midnight Club 2* or *Need For Speed: Underground 2*, the shooting flits seamlessly from *Max Payne* to *Hitman*, the stealth sections do a decent impression of *Manhunt*, and – just casually thrown in – are competent homage's to *Dance Dance Revolution*, *Time Crisis*, *World Championship Snooker* and, yes, *Crash Bandicoot*. Plus – perhaps giving away too much – *Ace Combat* and *Pilotwings*. There's even a host of fully working retro arcade games dotted in bars all over

TRAIN OF THOUGHT: In Catalyst, you need to keep up with the train as Smoke shoots.

THE MONEY SHOT

CENSORED!

Fighting to the bottom of Area 69 and finding the... look, we won't spoil it – but it's the ultimate gift for fans of the GTA series. Very LA olympics...

GG Tips

Don't forget the mission marker on the map screen (press ▭). Toggle it on/off with ◎ and use the analog stick to position it. When in-game, you'll see a huge red spot on the radar useful for pinpointing key junctions in the country or vital shop locations.

Day one

LOS SANTOS
HIGHLIGHT:
We develop a habit of pumping iron, then punching the boxing instructor and running away like a girl.
END OF DAY STATS:
Mission attempts: 21
Missions completed: 13
Days passed: 14
Fave Radio: Bounce FM
Progress: 7.49%
APPEARANCE:
100% muscle, topless, with cowboy hat – basically, gay as xmas.

Day two

LOS SANTOS
HIGHLIGHT:
Getting jumped by Balla's (post mission and with 10% energy), but jacking a car and running 'em over to L7's Pretend We're Dead.
END OF DAY STATS:
Missions completed: 27
Days passed: 34
Fave Radio: K Rose
Progress: 16.4%
APPEARANCE:
Pink hair, 100% muscle and purple shellsuit.

OG Tips

When approaching the brow of a steep hill, don't use the right stick to position the camera, but push it on the left analog to see over the brow of the hill without losing control (or flapping about two-handed). This is especially useful in San Fierro.

CRUISE YOURSELF? The Las Venturas strip features some of the best cars in the game.

THE RUTH HURTS: You need to ignite the crops at their base.

WU ZI RIDER: The running joke is that Wu Zi thinks he's lucky despite his unique handicap.

VINE AND DANDY: Mad Dogg's crib is in Las Santos' most desirable area.

CREW YOU LOOKING AT? You can recruit up to eight gang members later in the game.

the map – including, our fave, 'Let's Get Ready to Bumble' a bee shooting game.

It's also the only game that lets you worry about your virtual weight, beef up at the gym, eat food, take girls on dates, get haircuts, and go shopping (more later) all at once. It's less a game in the conventional sense of the world, than a lifestyle simulator, containing subtle (though relevant) RPG elements twinned to a compelling free-roaming action adventure. Over the fifty or so hours of story play (completing the game 100% could take 150 hours) you develop enormous emotional bonds, as your character CJ progresses from skinny runt scraping dollars for a burger, to a pumped up, international playa packing a cache of M4 assault rifles and piloting a <censored> chopper. We could, but *won't* spoil it.

Funny thing is, it starts so inauspiciously. After a cut scene introducing your arch nemesis Officer Tenpenny (menacingly voiced by Samuel L Jackson) and his truly despicable sidekick Pulaski (Chris Penn), you're tossed on the streets with nothing more than a BMX. No weapons. No immediate danger. No tunes.

EXTRAS! EXTRAS! EXTRAS!

How do dates work?

- You meet your first chick (Denise) during a mission. Then you can go to her house anytime and take her out for food (choose wisely). Slowly, you'll build a 'progress' bar and can move in for a kiss. Or perhaps something more...

Nothing. It's a far cry from jumping on the bike at the start of *Vice City* to the strains of Michael Jackson's Billie Jean. That said, you soon appreciate the subtlety. CJ swoops his leg on sharp corners, the spokes hum and huge skids leave burning rubber on the tarmac – the detail is typical of the remaining 40 hours to follow. It's a game steeped in minute intricacies, flattering the intelligence of players and serving constant surprises – for example, a *Manhunt* character scrawled on the wall of a San Fierro bar, or the Candy Suxx picture (the one you took in *that Vice City* mission) on the walls of one of the homes you buy in Las Venturas.

Without spoiling the plot, you soon get involved with your old gang The Grove Street families and need to return the gang to its former glories. A deft plot twist and 10-15 hours later, you're cast into the countryside to meet up with an old friend, before kicking on to San Fierro and slowly starting to amass some property and respect. Eventually, the game moves to the desert – for your first taste of some *special* vehicular action – and shortly after to Las Venturas – the *GTA:SA* version of Vegas. There's a final twist in terms of geography – well, *two*, but that would be spoiling debatably one of the biggest shocks in console history – and a finale (panned out over five hours) that outstrips the collected work of Hollywood action gurus Simpson and Bruckheimer. Other shocks? More than you can imagine. But let's just say you'll get to meet a *lot* of old faces and amass a very interesting

Mini Games

You can complete the story mode without seeing half the minigames – we didn't know the Triathlon *existed* until two days later, and we only stumbled on the superb (two player) pool sim by chance in a San Fierro bar. Some games are weak (basketball), but gambling, lowriding (tapping the analog stick Bemani-style to flex the suspension) and valet missions are a great way to earn extra cash. Which you can blow by taking $100 private dances at The Big Spread Club outside LV...

DANCING QUEEN: Watch out for the special man disco in San Fierro – complete with Bemani dance section.

ROULETTE THE DOGS OUT? Sadly, you can't bet *everything* on black – there's a maximum wager.

SWIM LOW: There's even a Triathlon minigame with swimming, running and biking sections. Madness.

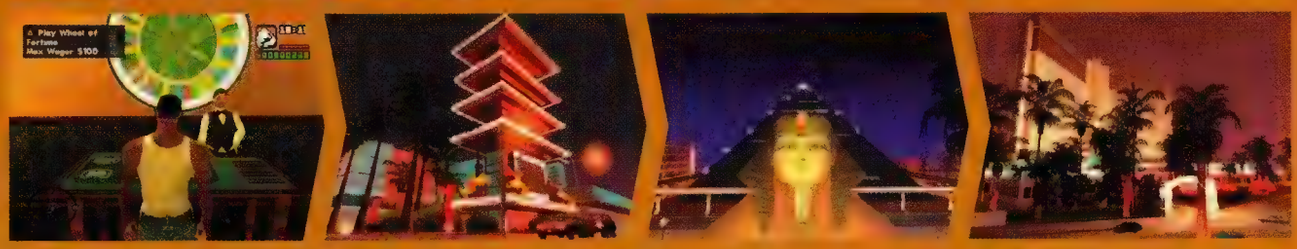
Your city by city guide to the world of Los Santos

San Andreas comprises three cities, locked by countryside and a sprawling desert – it's easily six times the six of Vice City, and is unlocked slowly as the missions progress.

LOS SANTOS
The *GTA:SA* version of Los Angeles is a messy grid of interlocking streets, teeming with traffic, gang members and bisected by a huge storm drain (perfect for crossing the city without traffic problems). Your adventure begins – and ends – in Grove St with a shocking twist.

SAN FIERRO
You don't reach SF (like San Francisco) until about 16 hours in, but immediately notice the swirling mist and driving rain –a sharp contrast to the heat haze of LS. To be honest, it's our least favourite city, only redeemed by the thrill of nitro bursting over the steep angular hills.

LAS VENTURAS
After tackling some desert missions and hooking up with shady Toreno (James Woods), you'll soon appear in LV, about 25 hours in. Best viewed at night, LV is a great way to squander your cash on gambling and designer clothes – but don't ignore the huge number of missions.



COUNTRY/DESERT
The visual highlights, from the rolling greenery above the Gant Bridge to the haunting silence of the alkali flats. Look out for a restricted area near the 'L'il Probe Inn' (no guesses), protected by a dangerous no fly zone – crossing it accidentally triggers five wanted stars.

"There's a final twist... well, two,' but that would be spoiling one of the biggest shocks in console history"

arsenal of weapons and transport – of which ground vehicles are but a tiny part. James Bond? Pah. It's everything – bar elephants and the ability to piss on people – that fans demanded.

Best of all, the missions rarely get repetitive. Insanely difficult tasks are counter balanced with comedy, diverting sub-games or rambling exploration where you get to soak in the beauty of the world. And, boy, it is beautiful. Whether you're scrambling up Mt Chilliad on a dirt bike and surveying the *huge* draw distance (rolling hills, freeways, buildings, the aching sunset...) or rolling across the featureless alkali flats of the desert on a Wayrider cruising bike, soaking in the purple sunset and rocking out to America's A Horse With No Name, you'll never get bored. It's a game that doubles as a virtual holiday. And it's big – at least six times the size of *Vice City*. Fact. They even give you a camera to take snaps and record your fave moments to memory card. And even that's not peripheral, since taking snaps is how you find the secret packages in San Fierro. We could go on. We could fill pages with gushing praise. But we can't spoil the (many) surprises. Just know that every element, from pumping iron at the gym (whack ⊗ and ◎ like *Track and Field*), to flexing in your lowrider car (a solid Bemani game), to playing pool

PRINCESS CYCLE OF KENT: You can shoot forwards while on the bikes – handy.

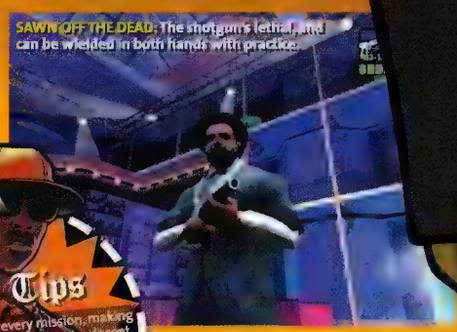
(a full on simulator letting you pick angles, alter shot strength with the right analogue and play for money) and piloting your chopper (L1 for the... ah, sorry), works: at worst competently; at best, as well as the finest individual examples of the genre. Except, of course, this is all in one game.

Random occurrences make every session a unique, thrilling experience. Like when we were traversing the countryside on foot (after crashing our 4x4 off a cliff) when – BANG – we suddenly hear a terrible explosion before being showered with mysterious debris, looking across to see that a plane has randomly struck the mountain. Or driving through a narrow tunnel, snagging the side rail and causing a twenty car pile up (like the crash junctions in *Burnout 3*), getting out of the car in time to see a – wait for it – *tractor* flying overhead. Or seeing the cops race up behind us at the end of a nefarious mission, only to realise they were chasing a speeding car up ahead. Or strolling past pedestrians in Las Venturas in our finest $1500 Victim suit, blinged out with a gold Gnocchi watch and a *giant* yellow afro, only to hear them coo "I want to be that guy". There are over 60,000 lines of pedestrian dialogue. The mind boggles.

Missions? From spray painting rival hoods in Tagging Up Turf, to tossing boxes off a speeding train in Catalyst, to an amazing on-rails shooting section culminating in a Terminator 2-style tanker crashing onto a dam in slo-mo in Just Business, to infiltrating a hilltop mansion *Manhunt*-style in Madd Dogg's rhymes... <Still with us? Good>... to steering articulated lorries in Tanker Commander, to burning 'special' crops in Are You Going to San Fierro, to driving Go Karts and <surprise> in Beat Down on B Dup, to dodging barrels and skydiving from 30,000ft in Stowaway, or visiting <biggest surprise ever> in <the name gives it away>, the pace rarely drops. It's relentless, consistently balanced and invariably brilliant. You rarely get bored

"Strolling past pedestrians in our $1500 suit and giant afro... to hear them coo 'I want to be that guy'"

MOD WORLD: The modding options are cosmetic, save for the killer nitro boost.


SAWN OFF THE DEAD: The shotgun's lethal, and can be wielded in both hands with practice.

OG Tips

Always save after every mission, making a deliberate effort to seek out a decent weapon and bullet proof vest beforehand so you start maxed out. Don't worry about eating to top up energy, as you recover full health every time you save the game.

COUNTRY FILES: The countryside is full of shortcuts if you've got the right vehicle.

Day Three

COUNTRYSIDE

HIGHLIGHT:
Accidentally jumping off the bike half way up Mt Chilliad and walking 20 mins to the peak – only to find the parachute, jump... and die the rocks.

END OF DAY STATS: Missions completed: 42, Progress: 22.46%

DENNIS CHOPPER: Two-player helicopter minigames? You better believe it.

PINE OLD MESS: The scrambler bike is ideal for cutting through the trees and climbing hills.

OG Tips

Secret locations? Try the north beach (above the desert (very top/middle of the map) for a water-based vehicle surprise. Or scale the Los Santos library building (using yellow marker as base or chopper). Or climb Mount Chilliad for the ultimate base jump.

Fit, Fat and Blingin'

The lifestyle elements are neither as intrusive, or cosmetic, as we first believed. You don't *need* to change your clothes, or stay fit, to access missions – but it will affect the way people react. With 100% muscle, our CJ looked noticeably squarer (a daunting presence with his top off and Grove St back tattoo) causing peds to coo 'He's been working out', or 'Euuuh, too muscly'. Being big improves your melee attacks, but muscle deteriorates over time if you don't keep pumping iron. Boosting your Sex Appeal bar depends on your Respect Bar (tap ◻ to see your stats), your cashflow, your car, your physical condition and your clothes. As tasteless as they look, snakeskin boots and leather trousers (from the swanky Victim store) twinned to a yellow afro is a big winner with the ladies in blingin' Las Venturas, but – obviously – a source of ridicule in hick towns like Angel Pine. Sadly, you can't shop in the swish stores 'til later in the game.

LOVE SHACK: This is where you meet a fiery lady from *GTA* past for some tough loving.

IN QUAD WE TRUST: There's a superb quad bike chase in one mission – with a huge leap.

QUARRY SAUCE: The powerful digging tool is controlled with the right analog stick.

WEIGHT FOR IT: There's no danger of 'accidentally' porking out provided you run around moderately – it'd have to be deliberate.

PANT AND DEC: Your stamina increases as you run more.

CORN HAIR: Beards, 'fros, pink mohicans... you choose.

"Crossing the Gant Bridge using the cinematic camera... we were literally forced to pause the game, draw breath and pay silent homage"

Day five

LAS VENTURAS
HIGHLIGHT:
Stealing the <censored>, going to <huge shock> and fighting in the <biggest surprise ever>.
END OF DAY STATS:
Missions completed: 91
Days passed: 109
Fave Radio: Los Santos
Progress: 51.87%
APPEARANCE:
70% muscle, black Victim suit, Silver Cuban chain.

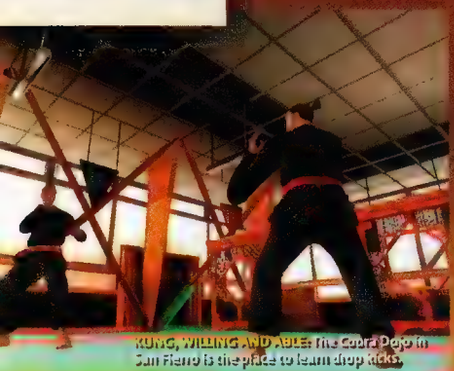
and – thanks to the great design, you always seem to pass the harder missions just before bemusement morphs into rage.

Problems? The first few hours *could* be dismissed as 'a bit like *Vice City*' and construed as a disappointment. The draw distance *occasionally* pops objects into view, but only when you're airborne or atop the highest peaks. The <we can't say> aircraft are a shade fiddly, slowing the game down slightly at a key juncture (about, er, 30 hours in). The targeting system (tap R1 and L2 / L2 to cycle) has a tendency to point at the floor if you're not directly facing your foe – but in fairness, this improves as your shooting skills develop over time (the RPG element is invisible, but discernibly enriches the playing experience – wait until you get to the Hitman level and can wield two-handed sawn off shotguns...). Arguably, your first glimpse of Las Venturas – the sexiest city of all – is underplayed and slightly disappointing. And there's a bit at the very end of the game which is a) amazing b) surpasses everything you believed GTA was possible of c) goes on a wee bit long when it's 4.36am and you're desperate to finish the game. Debatably, the soundtrack is less iconic than *Vice City*, but when you're listening to Dr Dre's Nuthin' But A 'G' Thang while streaming across the Gant Bridge in a modded pink Infernus with nitros blazing, it's hard to complain.

If *GTA: Vice City* left you cold, this demands a fresh look. Even if you can't *love San Andreas*, you have to *respect* it. It's the single most complete, diverse universe in games history and cruising at 30,000ft through the painted crimson skies, crossing the Gant Bridge using the Cinematic camera (tap ■) – revealing an unparalleled diversity of terrain glinting behind the sparkling ocean and imposing architecture – we were forced to pause the game, draw breath and pay silent homage. Like all true beauty, it defies description.

This may sound hyperbolic, but this is honestly the best entertainment console gaming can offer. You could be playing it until next year and still be discovering new things. In fact, if the graphics were sharper and the draw distance tighter, you wouldn't be surprised if this was a PlayStation 3 launch title. It's so far ahead of the competition, it's embarrassing – *GTA:SA* contains *minigames* with more substance than some full price pap. Best of all, it's an original, innovative and fiercely uncompromising gamer's game – hardcore to the last irrespective of the blingin' surface exterior and licenced tunes – that attains an almost messianic importance in this dark age of lacklustre movie licences, games designed by committee and tick list sequels. Buy it and invest in the future. Us? We've got a meeting with a PCJ 600, a parachute and the *mother* of all unique jumps 1000ft and several leaps of faith just north of San Fierro... **Daniel Dawkins**

■ GTA: San Andreas *is on sale now. Buy it.*



KUNG, WILLING AND ABLE: The Cobra Dojo in San Fierro is the place to learn drop kicks.

PLANE SAILING: There's a *Crash Bandicoot*-style surprise in the tricky Stowaway desert mission.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Incredible diversity of play styles. – Some sections are a bit 'functional'.	+ Dazzling scenery, gorgeous lighting. – Wonky draw distance, slightly fuzzy.	+ Dynamic radio and superb pedestrians. – Soundtrack needs more big anthems.

LIFESPAN
It'll take fifty hours to crack the story mode alone, but over 100 to see all the secrets, hidden vehicles and challenges.
MINUTES — YEARS

IT'S BETTER THAN...
GTA: VICE CITY

IT'S WORSE THAN...
NOTHING

PS2's defining moment – you'll forgive it its tiny flaws, because few games have been this polished, or – above all – such magnificent, ever-lasting fun.

99

CONFLICT VIETNAM™

92% loaded

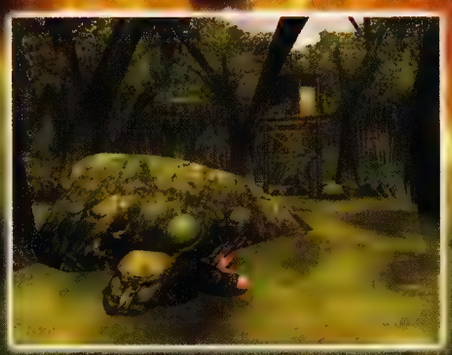
"Hot or Not? **BOILING!**"

Official PlayStation 2 Magazine

"We have a triple-A certified hit on our hands..."
"Genius"

YBW

FROM THE MAKERS OF
THE AWARD WINNING 'CONFLICT: DESERT STORM™' SERIES



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INFOSTRIP

DETAILS
Developer: Ubisoft
Publisher: Ubisoft
Players: 1
Memory Save: 312kb
Widescreen: No
50-60Hz: No
Surround Sound: No

PREVIOUSLY IN PSM2...
"WHY FOCUS ON COMBAT? IT WAS THE WORST BIT OF THE FIRST GAME"
PSM2#53

GAMEFAX
Action | Platformer | Sequel | Hard

TRIVBURST
- The new 'Free Form' fighting system lets you define your own style.
- Greatly expanded move set for all weapons.
- Bigger, more trap-packed environments than ever.

STAB HAPPY: The fighting is brutal. It almost made us weep. Almost.
THE MONEY SHOT
The opening level takes you through one exciting set piece after another. If only the whole game was like this...
PSM2 SILVER AWARD

BIGGER IS BETTER?

Some of the environments in *Warrior Within* are bigger than anything we've ever seen. The frame rate never drops and you can see for miles into the distance. In the same way as *Ico*, it's the first game to make us stop just to take in our surroundings in ages. Stunning.

DAVID CASTLEHOFF: Just below this castle lies a sprawling valley that stretches into the great beyond. It's almost beautiful.

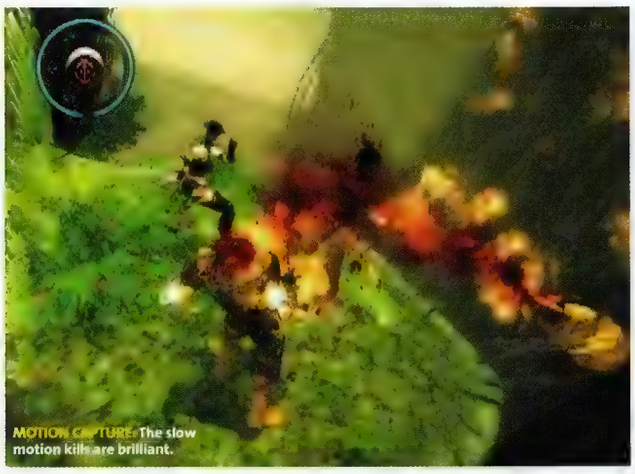
GREEN GIANT: As you can see, it's not all grey and brown.

FALLING DOWN: This level stretches miles upwards.

"ORNATE LEFTFIELD PLATFORMER RETURNS FOR ANOTHER KICK AT YOUR WALLET"

PRINCE OF PERSIA: WARRIOR WITHIN

Another franchise turns to the dark side, but has it lost much of its satin-trousered charm as a consequence?

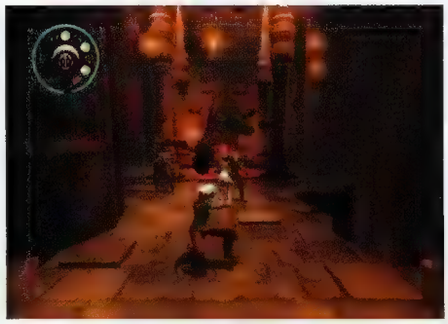

MOTION CAPTURE: The slow motion kills are brilliant.

"THE PUZZLES AND PLATFORMING HAVE TAKEN A BACK SEAT"

Little over a year ago The Prince was foppish, witty and charismatic. Now he's a witless cut-and-paste action hero with no discernible personality whatsoever. In fact, he's become so surly and unsympathetic that he might as well be an entirely different person. Imagine remaking The Godfather, but having Steve Guttenburg play Michael Corleone. Or rewriting the Bible in jive talk. It cheapens the original in every respect and it makes a mockery of whoever's reading, watching or playing the offending article.

Typically, no one bought the first game. They saw the cover art, saw the pantaloons, and thought "Bollocks to this! Where's *Simpsons Hit & Run?*" and never even bothered to play it. To remedy this, Ubisoft dunked *Warrior Within* into the mainstream, dragged it out and slapped it around until it whimpered and subsided to the moneyman's demands. Rock soundtrack? Check. Gruff-voiced anti-hero? Double check. More fighting and less mincing around in billowing strides? Triple check. It's now a bona fide consumer vacuum, and as a consequence, much of the series' innate and bountiful charm has been lost.

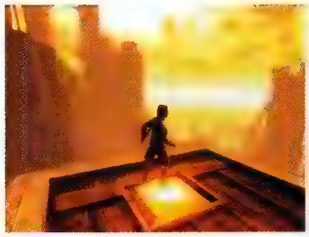
We don't blame the developers of course. They were likely whipped into submission by Ubisoft's marketing department. But, the game is actually, fundamentally, quite good. The combat has been dramatically improved since *Sands of Time* and The Prince is now insanely flexible and has twice as many moves under his belt. Along with new context sensitive attacks like being able to swing on poles and the like, you can now string together a dizzying amount of twirling combos that make you look a lot more dextrous than you actually are. You can toss enemies into each other, lop their heads off, split them down the middle, chuck them into pits, impale them, slit their throats, slash them to ribbons and leap over their heads for a sneaky



QUESTION...
Almost all of the original 1989 *Prince of Persia* was created a single man. Who was this old-time programming wizard?

GAMEPIE
50% Awful European rock
30% Slogsome fighting
10% Classic platforming
10% Sensible trousers

ANSWER
Jordan Mechner. At just 25 years old he programmed, designed, wrote and drew the entire game. His brother performed the motion capture and his dad composed the score.

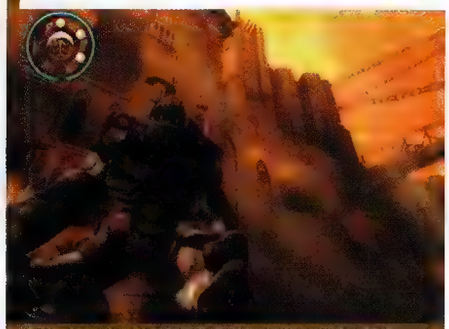


SLICE CUBES: Tear your foes apart with these deadly combos.

TEN SPIN BOWLING: Twirl around this pole and take them out.

BEAST WARS

As you may have seen in the trailers, The Prince now squares off against massive beasts twice his size. To defeat them, you have to roll under their legs, slash at the back of the knees, knock them over and jump on their melons. After some head-slashing, the beast will dissolve into sand and the job is done.



MARK OF THE BEAST: This creature lumbers across from his resting place. You've woken him up and he's *angry*.

KNEE FOR SPEED: Slash his knees and he'll topple over.

LEAP OF FAITH: Jump on his head and attack furiously.

DEAD MAN WALKING: And with that, the beast dissolves and you're free to proceed. A definite highlight of the game.

"SOME OF THE BIGGEST LEVELS ON PS2 AND VARIED, EXCITING COMBAT"

blade between the shoulders. Yet, the combat still feels airey and light, which is ultimately the game's downfall since you spend most of your time in the midst of battle.

The puzzles and platforming that made *Warrior Within*'s predecessor so special have taken a back seat to the combat. They're still there, but they're unimaginative and tedious in comparison with the first game's ingenuity. Whereas once you needed the manual dexterity of a juggling surgeon, it's now largely a case of running past slow-moving blades and leaping over tiny chasms, only to be faced with yet another room of caustic rock music and wobbling zombies. The odd challenge presents itself, but overall we're thoroughly underwhelmed. Ask anyone what they thought of *Sands of Time* and they'll probably say something like "The puzzles were brilliant, but the fighting got in the way a bit." Funny then that Ubisoft have decided to make the majority of the sequel combat-based when they could've easily concocted a slick blend of the two.

Remember the strikingly beautiful palace from the first game? Lush Persian architecture, flowing silk and minutely-decorated, pristine hallways? Well, they've been replaced by a series of charcoal-grey castles and shit-brown caves that do little to inflame the senses. In its defence, a few scenes made us literally stop and gawp at the screen like simpletons. There are sweeping vistas that remind us of *Ico*, and the scale is utterly incomprehensible. It's a crying shame that such glorious environments were squandered so.

The basic platforming and nature of the puzzles has remained the same, the combat has improved, but still lacks substance, and overall we wish they'd worked on improving *Sands of Time* rather than taking the series in an entirely new direction. Worse than the original? Certainly, but it's far from awful. If they'd kept the character as he was, replaced the setting with something less desolate and concentrated more on the running and jumping, it could've been a top contender. **Andrew Kelly**

■ *The Prince flashes his blade on November 26th.*

WATCH IT ON THE DVD VIDEO

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Combat that flows well with the platforming. – You never feel totally in control of The Prince.	+ Huge environments and lush spot effects. – Most of the monsters look like arse.	+ Passable voice acting and some decent tunes. – Completely awful European rock music.

LIFESPAN
The game is long, hard and full of secrets, and as such will require weeks of effort from the average gamer.

MINUTES

IT'S BETTER THAN...
ENTER THE MATRIX

IT'S WORSE THAN...
POP: SANDS OF TIME

Not as enjoyable as its predecessor, but still very good. Some of the biggest levels on PS2 and varied, exciting combat collude to form a cracking adventure.

87

INFOSTRIP

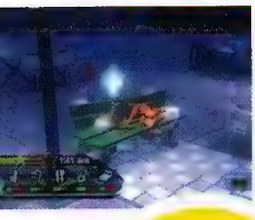
DETAILS
Developer: Maxis
Publisher: EA
Players: 1-2
Memory Save: 1,198kb
Widescreen: No
50-60Hz: No
Surround Sound: No

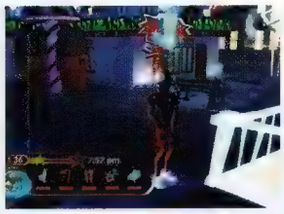
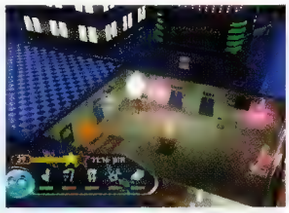
PUBTALK
The smart arse thing to say down the boozer.
"Mmm gurrur blibble mumble," which is 'Simlish' for "*The Urbz* is for Tweenies and 'ironic' students – I'll stick with killing of people in *The Sims*."

GAMEPIE
20% Needing toilet
20% Needing rest
20% Needing shower
20% Needing fun
15% Dressing up
05% Being a prick

GAMEFAX
Management
For kiddies
Stupid
Easy

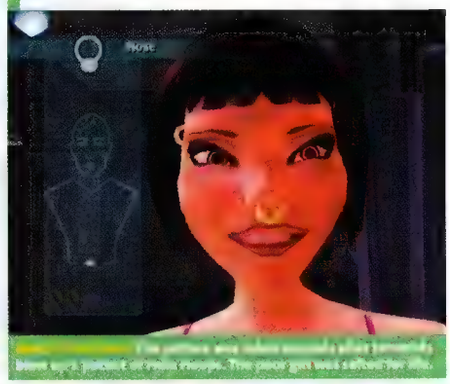
TRIVBURST
- Features 'special' versions of nine Black Eyed Peas tracks from the Monkey Business album, remixed in meaningless 'Simlish' mumbles by Will.I.Am.
- Nine neighbourhoods



IN YOUR FACE

Actually, piercings aren't just limited to your face, though things don't go so far as to include the Prince Albert. Phew. Anyway, like tattoos, they're incredibly trendy in a shallow MTV way – don't go thinking tattoos come off like they do here, kids! Think before getting that python on your neck! – and obviously make your character look brilliant. Witness this girl, who we called Michael Schumacher, with her big face. And if it doesn't look good, the assistant actually recoils in horror. Useful.



"A SHINY LESSON IN **DEADEYED CONFORMITY**"

THE URBZ: SIMS IN THE CITY

Contains The Black Eyed Peas, but no deadly weapons. Lord, you tease us so...

The *Urbz* is basically *The Sims* with people who *would've* been in *SSX*, but couldn't get there early enough because their hair needed doing. Still, the title's got a 'Z' in it. Rock! It's not even *The Simz*. It's more rock than that. It's *The Urbz*. Woo! Stoked!

Is that annoying? Then you're not going to like this. Clearly aimed at a very young market that aspires to be all teenage and grown up – and suburban American and white and BMW-at-17 rich and middle class – the whole thing's been hosed with the essence of The OC, Beverly Hills 90210, Clueless and like, totally whatever.

And these goddam kidz are just so hard to kill. Even forcing them to stumble around until every one of their meters flashes empty and they collapse in a puddle of their own privilege-fragrant wee wee doesn't finish them off. Worse, you have to actively stop them trying to have some fun – or a slash – on their own. It at least takes some responsibility off you, though once at this level their mood gets so bad they're next to useless anyway. Great.

So you, you stoked dude, remain trapped in an endless cycle of babying. Bladder, hygiene, nutrition, fun and sleep levels must all be kept up, and sorting any one has a knock-on effect elsewhere. Feed them, for instance, and they need the loo. Take them to the bog and their hygiene level drops. Give them a shower and their fun level suffers. And on and on and on.

But *The Sims* is like this, and sells furiously. So what's new? Well, *The Urbz* ignores most of the kitsch and interior design for reputation-building, achieved by wearing the right clothes, getting tattooed (woo!), pierced (totally stoked!) and talking to strangers. When not plodding between beds, showers and toilets, of course. You unlock a variety of absurd greetings and moves – like catching your own spit or dancing with a glow stick – and work to buy new clothes so you can fit in with the other shallow arseholes. It might look bohemian but it's actually very conservative... but we're being cynical. Anyone who sees The OC as gritty social realism will love it. It's about as wacky as a childproof medicine bottle, but, like, it's got piercings and a 'Z' in it. Stoked? **Steve Williams**

■ *The Urbz is in shopz from November the 12th.*

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Very child-friendly and non-threatening. – The usual *Sims* repetitive nannying.	+ Colourful and stylised (though familiar). – Hardly incredible in scale or ambition.	+ Wordless mumbles are quite amusing. – The Black Eyed Peas are in it. Say no more.

LIFESPAN
Like a mentally unbalanced puppy, it's ecstatically eager, but basically stupid. Endless chores will soon bore you.
MINUTES — YEARS

IT'S BETTER THAN...
THE POWERPUFF GIRLS

IT'S WORSE THAN...
THE SIMS: BUSTIN' OUT

A Sims-Lite with a 12-year old's vision of life painted glossily (and thinly) on top, you'll either love it or hate it depending on your view of games and the world.

50

A MATCH MADE IN HELL

"In short it's going to rock your face right off"

PSW

NOVEMBER 2004

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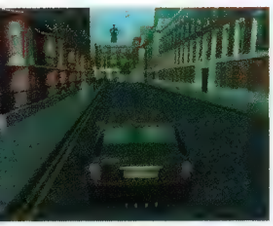
INFOSTRIP

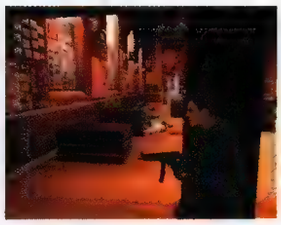
DETAILS
Developer: Team Soho
Publisher: Sony
Players: 1
Memory Save: xxkb
Widescreen: Yes
50-60Hz: xx
Surround Sound: Yes

PREVIOUSLY IN PSM2...
"COULD FRUSTRATE... FOR CONTROLS AND NOT BEING AS GREAT AS IT COULD BE"
PSM2#55

GAMEFAX
Action/adventure
GTA copy
PS2 Exclusive
Gangster

TRIVBURST
- Three playable characters – copper Mitch, ex-boxer Eddie and hacker Sam.
- The ability to jump between buildings.
- The ability to ride bikes and shoot while driving.





GANGSTER SCRAP: The Scrapyard mission is one long shoot out, over-reliant on auto-targeting.

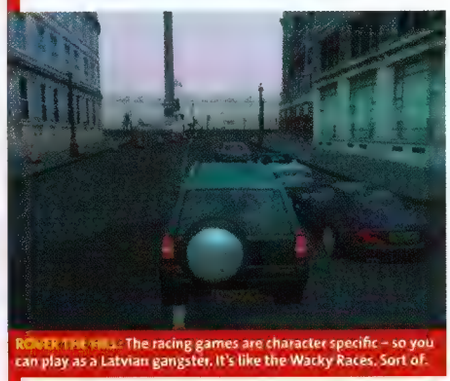
THE MONEY SHOT

Raiding a Latvian gangster's pad and icing his goons with surgical accuracy: "I'll shoot you in the coc... ARGH!" It's like Scarface the game. Already.

PSM2 BRONZE AWARD

MINIGAMES GALORE

The *Crazy Taxi* aping bonus game sees you racing around London dropping off folk against the clock. There's also some character-specific race games. Great, eh?


ROVER THE HILL: The racing games are character specific – so you can play as a Latvian gangster. It's like the Wacky Races. Sort of.

FADE GAME: Taxi sections are pointless but quite fun.

TOP OF THE COPS: You can race as a cop, if you *must*.

"SWEARIER THAN A DOCKER WITH PILES"

THE GETAWAY 2: BLACK MONDAY

Sony's apathetic gangster-by-numbers sequel fails to add up. Arse.

WATCH IT ON THE DVD VIDEO

Sony must be delighted that *The Getaway* was given a <cough> *mixed* critical reception. Why? Since the faults were: A) Obvious and B) Easy to fix. Result? *Black Monday* took just two years to develop (the original took *six*). The misleading PR guff about 'When is a movie more than a movie?' is history. And the developers have addressed the glaring flaws – poor targeting, maddening stealth and crappy camera. In short, the approach couldn't be more different, and the results... couldn't be more similar, bland or – whisper it – sporadically *worse*.

Playing *Black Monday* is like watching your favourite episode of The Bill on a wonky VHS – essentially good, but the picture keeps wobbling and you've seen the best bits before. This is a

WORST 5 SEQUELS

- Starship Troopers 2
- Grease 2
- Devil May Cry 2
- Gomez 'Liquid Skin'
- Iraq War

GAMEPIE

30% Driving
35% Shooting
15% Struggling in stealth missions
10% Swearing (in game)
10% Swearing (at game)

PUBTALK

The smart arse thing to say down the boozer.
"Actress Anna Edwards (Yasmin in the first game), went on to star in 'Maxim Uncovered' – a DVD version of the men's mag where ladies tastefully disrobe."

SON OF A MITCH: The bullet holes are a great touch, but environments lack genuine

IT'S LIKE WATCHING YOUR FAVOURITE EPISODE OF THE BILL ON A WONKY VHS"

tweaked retread, with less glaring faults, but less of the – infrequent – touches of genius that illuminated the original. Worse, it's ambivalence gaming at its most... whatever. The early sections are formulaic and relatively unchallenging, while the highlights are director's cuts of the original – even including a messy finale on a boat. After the seven hours it takes to complete Mitch's missions, we couldn't recall a moment of true innovation or surprise – save, sadly, for some potato-faced acting and (perhaps intentionally) caustic one liners.

Good news. Driving is robust, with wince-inducing collisions, punchy handling and bustling intersections. You can ride bikes and shoot, creating welcome variety. There's even a cracking <ahem> *Enter the Matrix*-style on-rails shooting mission (with *almost*-likeable ex-boxer Eddie) where you need to halt pursuing cars – a genuine cinematic thrill. There's an incredible shootout in a plush art deco home (better than the gallery from the original) and an incredibly tense infiltration mission in the gym where Eddie sees flashbacks of his comrades' brutal murders.

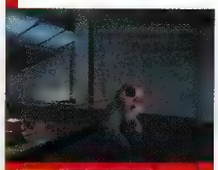
Faults have been *patchily* rectified. Targeting (hold L1) is snappier and *usually* locates the nearest threat. You still need to lean against walls to recover but at least you won't get shot in the back any more. You can even move the camera 30-40° (right analog) to increase your field of view. Sadly, the camera's *still* schizophrenic (characters get locked on invisible walls and 'vibrate'), especially in tight corridors and bends – a real handicap in the Underground. In fact, the best (only?) way to navigate safely around scenery is to hold L1 and auto-target distant foes, since the manual camera can't react in time.

Objectives are clearer, but there's still no on-screen furniture (unlike *GTA:SA*). Sam barking "Not over 'ere" is no replacement for a flashing direction arrow. On one occasion, lost, we were forced to return to the car 100m away to see where the indicators were pointing – while improved, there's too much guesswork, with invisible 'hot' zones that trigger cut scenes and advance play. In one of Sam's missions, you need to drop off a gantry with no way of knowing who lies below, invariably getting spotted – pure trial and error.

The script is amusing (Copper asks gangster: "Ring any bells?" Reply: "Yes, the one on the end of my fucking dick"). The plot's passable double-cross nonsense, marred by monkey-faced cop Mitch who consistently grimaces like he's fighting a bowel movement – notably during a tender scene with a lady. The scenery lacks interactivity with spookily few pedestrians. It feels like cruising a film set looking for the odd furnished interior.

PLOT'S GOING ON

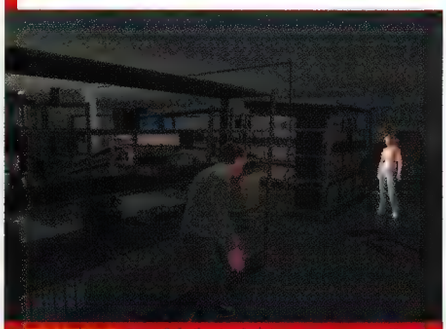
You start as Mitch, a copper with a mysterious past investigating a bank heist. After eight missions, the perspective shifts to (almost well depicted) ex-boxer Eddie, set one day before, allowing to replay events from a different perspective – including a bank heist where you need to guard members of your team. You play later missions as sassy hacker Sam – the token 'agile, but weak' female. Guess who teams up at the end? <sigh>



EDDIE: The best set of missions – with added fists.

SAM: Better than the first game, but still, stealth, eh?

MITCH: One of the highlights is the dynamic camera pan as you leap from building to building – it's all automatic, mind.



EDDIE AND SAM: One of the best missions sees you protecting Sam, splitting up and meeting at key points – smart stuff.

Two years on, we expect more than old scenery, wonky cameras and duff stealth. In the same time period, Rockstar have created an entire *state* – consisting of three unique, huge, entirely interactive cities – with over 90 explicitly structured and incredibly balanced missions. In comparison, it's just, well, a little underwhelming.

Black Monday feels like a game at war with itself – trapped between lazily satisfying the millions who bought the original and breaking into risky, innovative turf (like the all too brief gang powered Bank Heist, or thrilling on-rails shooting section). Sadly, the only loser is you, the player. Most damingly *Black Monday* feels more like a product than a labour of love. **Daniel Dawkins**

■ Black Monday *launches on Friday Nov 12th.*

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Satisfying driving sections, tidy shooting. – Objectives can be vague.	+ Nice animation & impressive London. – Podgy cut scenes, peculiar camera.	+ Great incidental music and spot effects. – Relentless swearing may offend.

LIFESPAN

There's 15-20 hours of Story mode to play here but the minigames are a bit pointless with little incentive to replay.

MINUTES — YEARS

IT'S BETTER THAN...
THE GETAWAY

IT'S WORSE THAN...
GTA: SAN ANDREAS

Slightly improved, but lacks the rugged spark of the original. Not a bad game, but inoffensively reasonable to the point of disappearing completely.

7/1

INFOSTRIP

DETAILS
Developer: Paradox Ent.
Publisher: Eidos
Players: 2
Memory Save: 340kb
Widescreen: No
50-60Hz: No
Surround Sound: Yes

PUBTALK
The smart arse thing to say down the boozer
"Well of course it's brutal, but did you know it's all staged? What? You did? Oh, I'll get my coat then..."

GAMEPIE
05% Punching a skier.
05% Using a chainsaw on your opponent.
05% Kicking a woman wearing stupid night-vision goggles.
85% Reaching for *Def Jam*.

GAMEFAX
Beat-em-up
Violent
Shit
Sequel

TRIVBURST
- Online mode, which supports USB headset.
- More create-a-wrestler options than last year.
- The Havoc physics engine creates fully destructible areas.

NEW JACK
TIME
02:28
SUNRISE ADAMS
SUPER
SUPER
THE MONEY SHOT
Giving your opponent flying lessons is one of the few strong points of BYW2. The higher in the air they get, the more brutal the fall.

CLARET HOMES: Following a dust-up, your fighter sheds buckets of life juice.

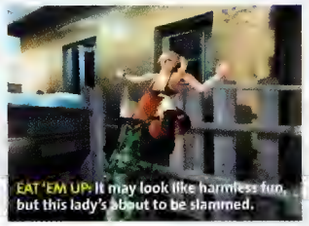
"THERE'S NO SUCH THING AS AN UNFAIR FIGHT"

TOOLS OF THE TRADE

For those of you that don't know, Backyard Wrestling is all about twatting your foe with whatever comes to hand. And *Backyard Wrestling 2: There Goes the Neighborhood* certainly embraces this ethos. As well as being able to drive a nine-iron into your challenger's spuds, you can quadruple the pain by dicing them with a chainsaw. And, if your opponent dares to come back for more, why not pick up a garden trimmer and plunge it into his coupon? Barbed-wired bats, stereo speakers and even good ol' 12" vinyl can be used as weapons. With this sheer number of hurtful objects you'd be forgiven for thinking that there are varying levels of damage, but – hey! – there's not a great deal of difference.

STRIMMER DOWN: Smashing up your opponent is fun, but sticking a whirling grass-blade of death into their face is better.

OFFICE OFFENSE: The fights take place in varying venues, which are destructible.



EAT 'EM UP: It may look like harmless fun, but this lady's about to be slammed.

BACKYARD WRESTLING 2: THERE GOES THE NEIGHBORHOOD

There'll be many a twitching curtain when the Neighbourhood Watch gets wind of this...

Shittin' crikey. *Backyard Wrestling* is frikkin' painful. All that clubbing around the head with a barbed wired bat, and the high-risk slams from the roof of a bus But did you know you can experience this hard-hitting 'sport' without the fear of a ruptured spine? Oh yes, *BW* is back, baby. Yep, back with the same crap as last year! The real sport hurts your body while the game just does your head in...

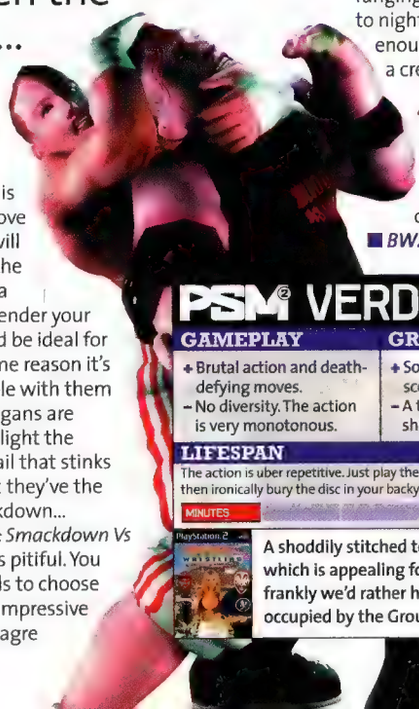
Given the amazing subject matter *Backyard Wrestling 2* could have been brilliant. During its birth into the big bad world of beat-'em-ups, *BW2* showed great promise. We anticipated a fight game set free from the corporate Gran-appeasing shackles of *WWE* 'battles' and when we discovered that an 'Enviro-Mental' engine (we shit you not) was going to allow you to smash a man through a fence, we imagined that *Def Jam: FFNY* might have some competition. We were wrong.

Visually everything looks fine and the fighters feel genuinely weighty when they're pummelling each other, but *BW2* is riddled with seriously flawed animations. Even the collision detection is annoyingly random, which doesn't bode well for a game that's all about things colliding... For example, if your foe is standing on a surface two feet above you, you can throw a punch that will somehow send him reeling from the non-impact. Rubbish. There's also a pathetic power move, which can render your foe fuzzy-minded. Now this should be ideal for taking the upper hand, but for some reason it's almost impossible to land a grapple with them in this state. These sort of shenanigans are seriously frustrating and just highlight the slightly slip-shod attention to detail that stinks out the whole experience. And yet they've the nerve to share shelves with Smackdown...

Unlike it's theme-mate, *WWE: Smackdown Vs Raw*, the create-a-wrestler mode is pitiful. You get a whopping six (yes, six!) heads to choose from, and an even more <cough> impressive seven hairstyles. There's also a meagre selection of clothing options to choose from, ranging from snowshoes (the tennis racquet kind) to night vision goggles. There definitely aren't enough wild and wonderful garments to excite a creative gamer's mind.

Ultimately, *BW2* is an abject victim of 'that'll do' development, which is bitterly disappointing given the potential here. Just like the pseudo-sport, this game's appeal only satisfies the easily impressed or air-deprived naive. **Nathan Irvine**

■ *BW2 is manhandling shelves in stores now.*



PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Brutal action and death-defying moves. – No diversity. The action is very monotonous.	+ Some of the destructible scenery is impressive. – A total glitch-fest with shitty collision detection.	+ Erm... Dizzee Rascal's on the soundtrack. – The voice acting is bad. Real bad.

LIFESPAN
The action is uber repetitive. Just play the first couple of matches and then ironically bury the disc in your backyard. You'll enjoy it more.
MINUTES ... YEARS

IT'S BETTER THAN...
BACKYARD WRESTLING

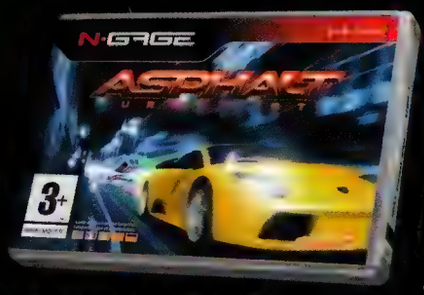
IT'S WORSE THAN...
DEF JAM: FIGHT FOR NY

A shoddily stitched together beat-'em-up which is appealing for minutes. Quite frankly we'd rather have our backyard occupied by the Groundforce team.

46

Introducing 6 new ways to challenge your friends

Recruit your mates in
Pathway to Glory



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INFOSTRIP

DETAILS
Developer: Bug Bear
Publisher: Empire
Players: 1-4
Memory Save: 108KB
Widescreen: No
50-60Hz: Yes
Surround Sound: No

GAMEDIGIT
2
The number of sexes that are offered for your virtual driver. Yes, can play both as man and lady.

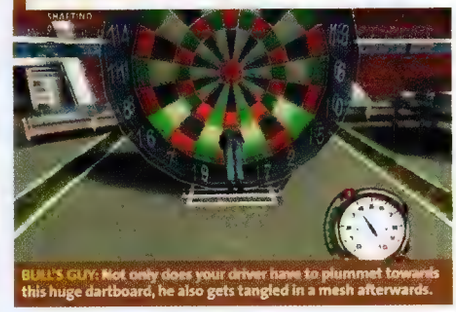
GAMEPIE
60% Wrestling with the handling
20% Losing control
10% Being crushed by scenery at random
10% Flying through the windscreen

GAMEFAX
Driving
Network play
Hard
Steering Wheel

TRIVBURST
- 45 fully destructible tracks
- 16 customisable cars
- Mini games including human darts

STUNT MAN

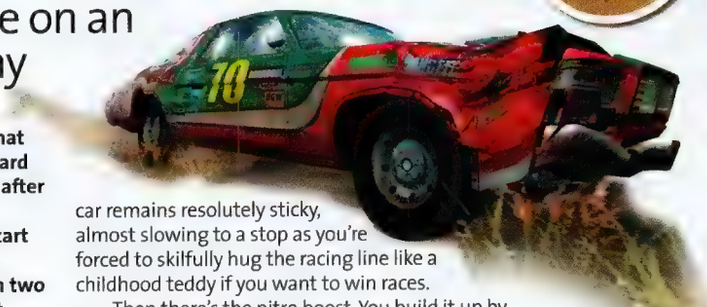
If you need a break from the racing in *FlatOut*, you can head off to the arena for some crazy mini games. Some consist of you flooring your motor and using ◻ to eject your driver through the windscreen, such as the highly addictive ten-pin bowling game. And for those of you that want to kick it old school, you can take part in a smashing bout of old-fashioned destruction derby racing. It all adds up to a game that's packed with subtle changes to the usual racing experience.


BULL'S GUY: Not only does your driver have to plummet towards this huge dartboard, he also gets tangled in a mesh afterwards.

"THE ONLY GAME WITH EJECTABLE RUBBER-LIMBED DRIVERS"

FLATOUT

Carving it's own niche on an over crowded raceway



At first glance you'd think that this game's a straightforward stock car racing romp. But after a few minutes of hurtling around the course you'll start to notice something disconcerting. You see, *FlatOut* plays as if two different teams, with two different ideas developed it in two different buildings. One group had the genius to create tracks and vehicles that made the most of the awesome physics. And the other group seemed to be creating a solid driving game with complex racing lines. The resulting product is a schizophrenic title, which tries to exhibit both ideas as once. And doesn't manage to do either.

FlatOut has all the key elements needed to create a fantastic racing experience that steers away from the humdrum of the typical street racer. You've got varied track settings, destructible environments and motors that crumple like pie-tins. But all too soon, its serious side comes into play and spoils things. For example, rather than gracefully sliding around the apex of a corner, your car remains resolutely sticky, almost slowing to a stop as you're forced to skilfully hug the racing line like a childhood teddy if you want to win races.

Then there's the nitro boost. You build it up by crashing into opponents (which is simple) or smashing through fences and other trackside scenery. But you run the risk of grim hindrance should you go – in the game's eyes – too crazy. For example busting through some railings can add a little boost and thus allows you to stretch your lead or catch up to the car in front, but if you hit them at the wrong angle you'll come to a crunching halt ending up motionless and frustrated. You can use Ⓐ to place you back on track, should you become stuck, but it places you a few meters back from where you stopped, any notion of earning a boost long forgotten.

Yet despite these flaws, *FlatOut* is almost everything that you want from a racer. You can tinker with your motor by adding roll-cages and turbo etc. Each lap hones your driving reflexes because of the ever-changing debris strewn around. And ragging your car around varying landscapes is much more appealing than driving around asphalt-laden ovals, which betray the innovation elsewhere in the game. *FlatOut* is certainly enjoyable, and has breathed some life into genre that holds few surprises. **Nathan Irvine**

■ FlatOut *is ram-raiding stores right now.*

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Varied racing coupled with neat mini games – The handling feels to restricted at times	+ Incredible use of physics and beautiful landscapes – There are some issues	+ Detailed crash noises upon collision – The mini game's arena is lacking atmosphere

LIFESPAN
The standard racing gets a little tired but multi-player is cool. And you'll always come back for another game of human darts.
MINUTES — YEARS

IT'S BETTER THAN...
DRIVEN TO DESTRUCTION

IT'S WORSE THAN...
BURNOUT 3

FlatOut misses out on being really special thanks to its strict handling. There's plenty of content so if you're bored with *Burnout 3* try something different.

7

Pocket Kingdom

Own the World

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"A gem of a title..." IGN.com

"...the game...blew us away" GameSpy.com

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SEGA N-GAGE ARENA

INFOSTRIP

DETAILS
Dev: Yukes
Publisher: THQ
Players: 1-6
Memory Save: 497KB
Widescreen: No
50-60Hz: No
Surround Sound: No

PREVIOUSLY IN PSM2...
"THERE'S NO DOUBT SMACKDOWN! VS RAW IS GOING TO BE SLAM-FEST..."
PSM2#52

GAMEFAX
US Sports | Beat-em-up | Multi-tap | Realistic

TRIVBURST
- The option to battle it out online in every exhibition mode for the first time.
- Genuine voice acting.
- New carpark brawl mode. Smash men into cars until they're bleeding to death.

INDIE-BREAKER: Not only have they managed [illegible] exact image, they've also managed to capture Al[illegible]'s game as well.

Pulling off a Sharpshooter with greasy-haired grappler, Bret 'The Hitman' Hart feels so satisfying. Look at him go to town on that man's ass! <cough>

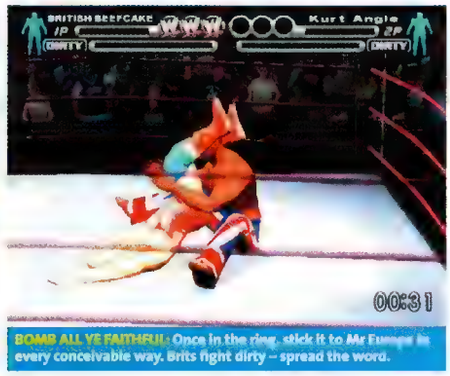
"SMACK THAT ASS RIGHT UP! THIS IS PERSONAL!"

WWE SMACKDOWN! VS RAW

ON THE ROPES ONLINE

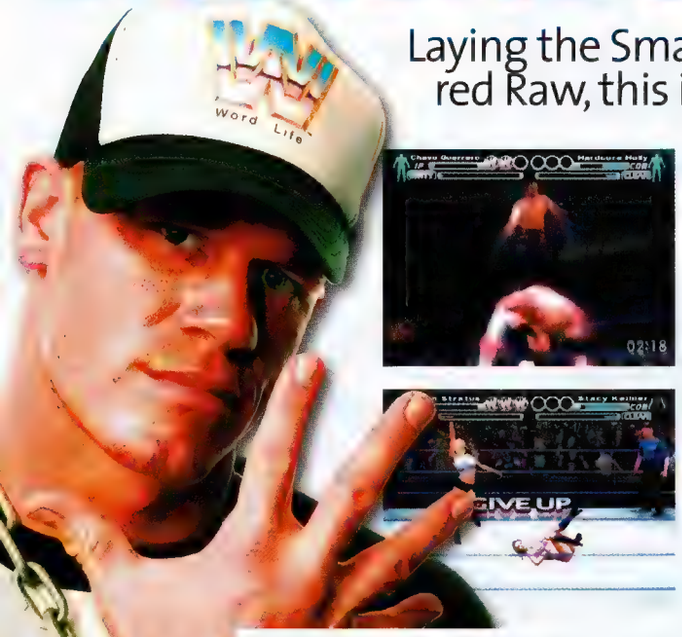
Possibly the greatest addition to the *Smackdown!* series is the chance to pit your wrestler against other like-minded fanatics in the online world. When word broke about *SVR's* online mode, there were only plans for a basic 1-1 bout, but thanks to a quick reshuffle, Yukes have let us compete in any of the single player exhibition matches. Just imagine showing the rest of the world who the daddy is with your own personal brawler.

UNION JACKED: When you design a character, make sure you attach some patriotic strides. And perhaps a gay entrance dance?



BOMB ALL YE FAITHFUL: Once in the ring, stick it to Mr Europe in every conceivable way. Brits fight dirty – spread the word.

Laying the Smackdown until your ass is red Raw, this is, er... more of the same?



Last year's *Smackdown!* was all about refining the physicality of the pseudo-sport. Yukes succeeded in defining a more realistic version of the strength differences between wrestlers and also delivered a limb specific fatigue indicator. This meant that slight wrestlers like Rey Mysterio couldn't body slam heavyweights such as Big Show, but *could* concentrate on an area of his huge frame to wear down. This was a real step forward for the series and wrestling fans have been salivating over the future of the franchise ever since. Unfortunately, *Smackdown! Vs Raw*'s action hasn't advanced as significantly as the leap it made from *Know Your Role* to *Here Comes The Pain*. It seems Yukes have chosen to simply overhaul the game's presentation. But fight fans needn't worry – they've thrown in a bucketload of indulgent extras to appease their loyal army even if they can't make the game actually *better*.

"THEY'VE THROWN IN A BUCKETLOAD OF INDULGENT EXTRAS TO APPEASE THEIR LOYAL ARMY OF FOLLOWERS"

Y'see the core brawling has remained largely the same, with the exception of a new seated grapple manoeuvre where you prop up your foe in a sitting position and then choke the life out of them. Or you could kick him mercilessly in the temple. A more rational emphasis has also been placed on weapon attacks. You can't continuously beat your foe about the head with an object any more because they now disappear after four strikes. Unfortunately one area which seems to have skipped the error radar is the lack of variety in attack strength. This wasn't a problem last year, because *HCTP* was in a brawling league of it's own. But, since the arrival of EA's *Def Jam: Fight For New York*, there's now a new benchmark for what a hefty beat-'em-up should play like, and *Smackdown! Vs Raw* feels fluffy in comparison. Whacking an opponent in the face by pressing ⊗ still offers a lightweight effect, whereas *Def Jam* felt considerably more brutal all round.

What else is new? Well, there's the huge increase in customisable content within the already bulging bag of character editing options. From being able to age the appearance of your character to finely adjusting the angle of your lugholes, *Smackdown! Vs Raw*'s got the lot. As well as offering the most diverse create-a-character mode in *any* title on PS2, it also sets the standard

QUESTION...
Who were the first two guys to ever win the tag team championship?

GAMEPIE
- 25% Wondering why they've cut down the roster
- 15% Looking for a PPV
- 10% Questioning why you can't place bets
- 50% Getting to grips with oily men...

ANSWER
Luke Graham and Tarzan Tyler defeated <ahem> Dick The Bruiser and The Sheik to claim the first tag team title.

CAR SMASH: The new Parking Lot Brawl let's you pummel opponents against vehicles.

SOMER-ASSAULT: The collision's from cell dives are far more accurate than last time.

bar, Rumbles now look cluttered. Rubbish.

"THE STRONGEST WRESTLER, THOUGH ITS BEEN PUT IN THE FIRMLY SHADE BY DEF JAM"

for life-like muscle graphics on PS2. Gone are the mannequins of old and their place we're treated to a realistic digital person, complete with wrinkling skin and functioning limbs.

The seemingly endless list of moves has also been increased. One godsend of an addition lets you shortlist your possible choices by pressing R2. So, rather than trawling back through hundreds of potential slams and grapples, you can add them to a quick 'n' easy 'maybe list'. Brilliant. Sticking with the theme of creation, *Smackdown! Vs Raw* also allows you devise your own Pay Per View event. You can select who participates, what sort of match you want (ie. Cage, Hardcore, Hell in a Cell, etc) and even which two commentators you want to survey the action. And guess what? The commentators actually speak. OK, it's quite repetitive, but at least they're there.

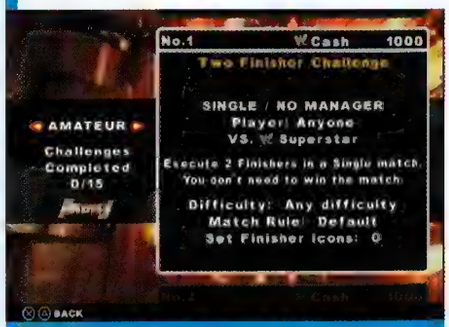
There's now dialogue from not only the commentators, but every one of the superstars as well. So, rather than recalling scripts of text during conversations, you can now hear wooden voice acting... The gloss is further stripped away because you have to keep pressing ⊗ to get to the next section of the banter. Oh, and there's the annoyance of being unable to perform any kind of audible response no matter which superstar you're playing as. How much effort would it have taken to get them to say a few more lines? While we're on the subject of the Season mode, you no longer get the chance to wander around backstage, which means no more random battles. Definitely a case of less, rather than more.

Despite our minor gripes with *Smackdown! Vs Raw*, it's still the strongest wrestler around.

LEGION OF GROOM: The classic wrestlers were better dressed than the current lot

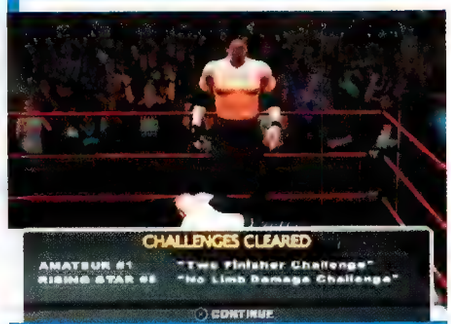
TAKE UP THE CHALLENGE

As an incentive for playing numerous exhibition bouts, *Smackdown! Vs Raw* rewards you with unlockable content from the bowels of the WWE. Challenges range from simply pinning an opponent within a time limit, to reversing a Bret Hart Sharpshooter. There are 45 challenges in total, which are split over three varying difficulty settings, meaning even the most ham-fisted can nail a fair few of them.



STEP ONE: Check the Challenge Menu to find out which ones you've completed and which ones you haven't

STEP TWO: Follow the guidelines of how you should complete challenge and enter the Exhibition mode to get going.



STEP THREE: Polish off your opponent in the neccesary way, and then head back to the Menu again to see what's next.

Though its been put firmly in the shade by *Def Jam* in terms of fighting mechanics, the action's flawed, but solid, and although it's a slightly streamlined roster, *Smackdown! Vs Raw* still manages to include most of our favourite grapplers from past and present. So, there it is: the *Smackdown!* series has delivered the goods again and that's definitely a small step forward. **Nathan Irvine**

■ Smackdown! Vs Raw *is whacking shelves now.*

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Brawling and battling depicted brilliantly. – Career mode has been simplified to much.	+ So life-like you can see the skin crease. – Some glitchy animations still remain.	+ Proper voice acting from all the wrestlers. – Thrash metal soundtrack is annoying.

LIFESPAN
There's plenty to unlock, and the edit modes are second to none. And don't forget the online play too.
MINUTES — YEARS

IT'S BETTER THAN...
SMACKDOWN! HCTP

IT'S WORSE THAN...
DEF JAM: FIGHT FOR NY

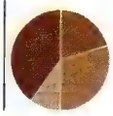
Still the top wrestling game you can buy but it's not without its faults. The series is becoming dated. Here's hoping for a major make-over next year.

85

INFOSTRIP

DETAILS
Developer: A2M
Publisher: Eidos
Players: 1-8
Memory Save: 354KB
Widescreen: No
50-60Hz: No
Surround Sound: No

PUBTALK
The smart arse thing to say down the boozer
"Did you know that Rapper's Delight was the first rap track to hit the top of the charts in any country? No?"

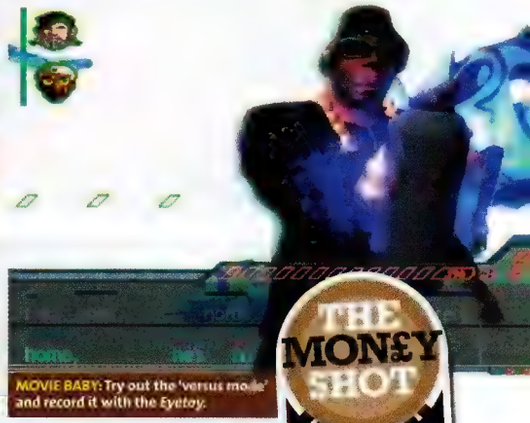
GAMEPIE

20% Recording drunken sessions
30% Avoiding obscure tracks
10% Enjoying the career mode
40% Sticking on *Singstar*

GAMEFAX

TRIVBURST
- 40 hip-hop tracks to spit rhymes over.
- Comes complete with a *GOTM* USB mic.
- Use Eyetoy to capture your rapping glory.

FREESTYLER

The best feature of *Get On Da Mic* is the Freestyle Party mode. Rather than rapping along to an established track, you can spin some instrumentals and mix your own hit single. Get your mates round, rig up the *Eyetoy* and then record the hapless fools trying to wax lyrical over nothing but a backing track. You can even record a rap battle and save it to your memory card. Dope.



"SPIT RHYMES? WE'D RATHER SPIT PHLEGM"

GET ON DA MIC

A Rapper's Delight or should we wait for the Next Episode?

There's a simple, yet effective formula within karaoke games like *Singstar*. They use a system to analyse your voice's pitch, which naturally determines the score. So, whether it's the gruff tones of Motorhead's Ace Of Spades, or the ultrasonic warblings of Bedingfield's If You're Not The One, *Singstar* recognises them all. Sadly, A2M picked a genre that doesn't adhere to different pitch tones, and therefore this method of scoring is useless. How did they overcome this problem? Simple: they didn't.

Get On Da Mic's the rap representative in the karaoke game market. It offers an alternative to cheesy pop songs, and boasts an impressive range of hip-hop tunes. At first, we were excited by the prospect of spittin' rhymes in a post-pub style, but during a rendition of Express Yourself, something awful happened. After we nailed the first (and only) lines we know, we decided to just make noise in time with the music, and unsurprisingly, it worked. We soon found that tapping the mic had the same effect, and actually earned us quite a high score. From here *Get On Da Mic* descended into a contest of which body part could rap the best. Although this is fun for a while, it's not what the game's about. There's just no way to measure a player's skill at rapping – something which the game thinks is a simple matter of making noises in time to music. How wrong it is.

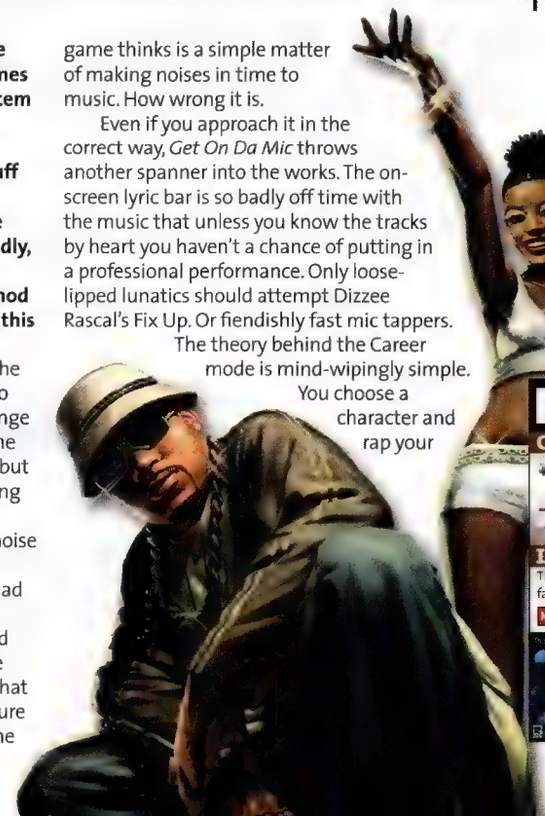
Even if you approach it in the correct way, *Get On Da Mic* throws another spanner into the works. The on-screen lyric bar is so badly off time with the music that unless you know the tracks by heart you haven't a chance of putting in a professional performance. Only loose-lipped lunatics should attempt Dizzee Rascal's Fix Up. Or fiendishly fast mic tappers.

The theory behind the Career mode is mind-wipingly simple. You choose a character and rap your way from lowly rookie to the dizzy heights of stadium gigs. There're record producers and rival rappers to compete with along the way, but it all feels poorly stitched together. You can also buy a new house or jet, but they're purely aesthetic, and can only be seen during loading screens.

And if the rapping is a bit arse the graphics aren't much better. There's some comical dancing, but they never seems to move in sync with the music – like a drunken uncle at a wedding.

With the exception hearing the excellent 40 hip-hop tracks on board it's as much fun as your Mum busting Baby Got Back. **Nathan Irvine**

■ **Get On Da Mic *is rocking the house now.***



THE MON£Y SHOT

Achieving a respectable score on the tongue-twist-tastic Fix Up Look Sharp by Dizzee Rascal will leave you elated, but breathless. No cheating, mind.

PSM² VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Pretending to be Dr Dre is quite fun... – You don't trust the scoring system.	+ There's some half decent dance animations. – Everything looks decidedly blocky.	+ A strong hip-hop soundtrack. – 'Professional' imitators performing the tracks.

LIFESPAN
There're enough choons to keep you going for weeks, but the fact that it doesn't work too great hampers your fun.
MINUTES — YEARS

IT'S BETTER THAN...
SHARK TALE

IT'S WORSE THAN...
SINGSTAR

A great idea for a game, but there's no satisfaction to playing it when you can simply tap the top of the mic for the same results as actually rapping.

49

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INFOSTRIP

DETAILS
Developer: Razorworks
Publisher: Empire
Players: 1-2
Memory Save: 87kb
Widescreen: Yes
50-60Hz: Yes
Surround Sound: Yes

PUBTALK
The smart arse thing to say down the boozer.
"Celebrating? I'm currently drinking the £20 I saved not buying *Ford Racing 3*."

GAMEPIE
20% Sighing at jagged graphics
70% Wearily holding throttle
10% Bleeding from the ears
0% Braking

GAMEFAX
driving
easy
budget
shit

TRIVBURST
- Cars on offer range from Model T clunkers to modern-day concept cars
- Features cult classics such as the Sierra and Escort Cosworths

HOLD ON: It doesn't look that bad! But don't be fooled. It's pointless.

THE MONEY SHOT

Steaming into a corner in what looks like a bungalow at a massive 54mph. Think you've lost it? Nope. Just let go of the throttle and it'll be fine.

FORMULA ONE CIRCA 1901

Look: intriguing huh? You don't see cars like this in other games. Cars from when women all had folding fans and huge cleavages, trains actually worked and 'pimping your ride' meant fitting tyres that you could inflate. Yes, these hopelessly underpowered museum pieces would be worth getting excited about if only they weren't limper the paper submarines of a boneless-chicken navy.

GRAN AND GRANDAD TURISMO: They're the only original things here – and they're totally wearisome to drive. Oh well.

"PROOF THAT APPEARANCES CAN BE DECEPTIVE"

FORD RACING 3

It's as good an argument as any to buy a Volvo

Message begins. There is not a single reason to buy, play or even smell the wrapper of *Ford Racing 3*. Message ends. Ohh... we're worried we haven't put that clearly enough. *Ford Racing 3* is no fun, insipid and feebly old-fashioned. It doesn't even try to be fresh. A reasonable game for £20 is budget, assuming budget means 'bargain' – and a useless, weary pile of junk is just a useless, weary pile of junk. At any price. Buy *Ford Racing 3* and you're spending £20 – £20 you could better spend on a better game.

It's very nearly as pointless as *Corvette 50th Anniversary*, which in itself was very nearly as pointless as buying the licence for merchandise of the Official Secrets Act. Much like *Corvette*, *Ford Racing 3* offers the likenesses of all the relevant manufacturer's classic cars and nothing else. There's nothing thrilling to do with them once they're yours – the driving is lumpen and if you simply want to collect things the Matchbox versions are cheaper. You can almost smell the celebration that the delay to *GT4* must have triggered. Your only option is to buy *Ford Racing 3*. No. Your only option is to get angry, wait impatiently and buy *TOCA: Race Driver 2* as a stop-gap. *Ford Racing 3* must not feature in you plans.

With *FR3* you get jagged representations of 55 Fords on truly dreary tracks, the kind of 'painted tunnel' loops that were old in 1985 – the rare and deeply obvious 'short cuts' doing nothing to sex them up. So you bounce off invisible walls, immovable cornfields or unyielding barriers along a very narrow path, and the handling is so stodgy and unchallenging that hitting stuff makes little difference to your speed, race placing, progress or enjoyment. You can't even crash as such, just scrape a bit – though there's no vehicle damage of course. We never even spun out. We never even *lost*, even on the hardest setting. It's not that we're good, it's that this is pathetic.

It seems to have some good ideas, such as 'movie car chases' and other themed events, but it's a mirage. It doesn't even tell you which movies the cars are from... it could hardly be less involving. And unlike versions for other formats, PS2 only gets a two-way split screen for multiplayer. Mind you, it's probably best not to lose more than one friend at a time, eh? Go buy *GT3* on Platinum or the *TOCA: RD2* instead. Please. **Steven Williams**

■ *Henry Ford is turning in his grave right now.*

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ No need to brake – means less joypad wear – It's duller than sleep	+ Some nice fluttering leaves and sunshine – Jagged, blurry and basic like a launch game	+ Upbeat, *Outrun*-style announcer... – ...you'll loathe. Generic 'rawk' music is pain.

LIFESPAN
Playing for more than five minutes without lapsing into a deep but disturbed sleep takes heroic effort.
MINUTES — YEARS

IT'S BETTER THAN...
LONDON RACER 2

IT'S WORSE THAN...
GRAN TURISMO 3

This will only sell because life is intrinsically unfair. It's rancid vanilla . It doesn't even *try* to be fresh. *GT3* is £20 now; so are *NFSU* and *Burnout 2*...

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PlayStation.2

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INFOSTRIP

DETAILS
Developer: Insomniac
Publisher: Sony
Players: 1-8
Memory Save: 398kb
Widescreen: Yes
50-60Hz: No
Surround Sound: No

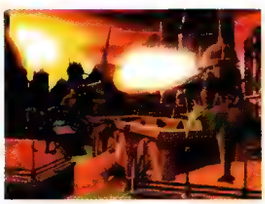
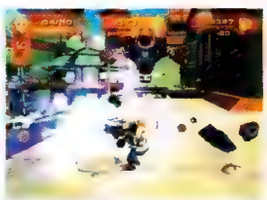
PREVIOUSLY IN PSM2...
" GREAT LOOKING AND DEMOED TO DESTRUCTION, BUT DO WE CARE?"
PSM2#50

GAMEFAX
Platformer
Sequel
PS2 Exclusive
Funny

TRIVBURST
- Battle with seven other players online.
- New vehicles including an armoured jeep and a hovership.
- Play as Clank, Ratchet and Captain Qwark.

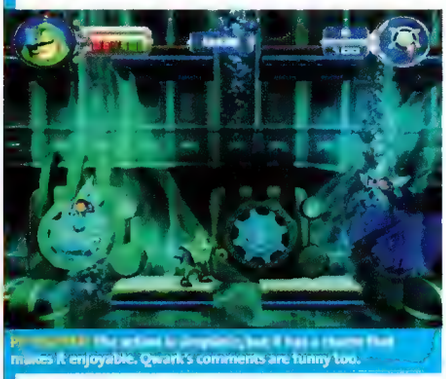
PSM2
GOLD
AWARD
WATCH IT ON THE DVD VIDEO
THE MONEY SHOT
Every time you enter a level the camera gives you a stunning panoramic view of your surroundings. Insomniac know this game looks good.

"THE YOUNG CONTENDER BEATS THE BEST!"

THE JUMP OFF

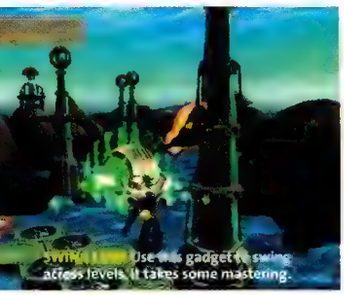
By collecting Qwark 'vid-comics' hidden around the game, you can play a series of old school platforming mini-games. It's a fun diversion, and levels and music from the first game have been brilliantly converted to 8-bit-o-vision. The FMV before each level is also hilarious, featuring Qwark verbally battling a deadpan narrator as he tries to defend his obviously fabricated exploits. It's not easy being the most inept superhero in the universe. Completing all of the vid-comics unlocks a special surprise too, so they're definitely worth the effort.


[illegible] the actual vid-comic, but it has a theme that makes it enjoyable. Qwark's comments are funny too.

[illegible] game has been re-created in the second vid-comic level.

RATCHET & CLANK 3

It made us laugh and it made us weep with joy, but more importantly, it rekindled our love for the platform game.


[illegible] Use this gadget to swing across levels. It takes some mastering.

[illegible] fire with the pertinent turret gadget.

It's the ultimate rags to riches story. The *Ratchet & Clank* series has always taken a back seat to its big brother *Jak*, but now the tables have turned and the young contender has superseded Naughty Dog's opus in almost every conceivable way. *Ratchet 2* was a prudent sequel, but rarely flickered beyond being simply competent, paving the way for the sublime *Jak 2* and affecting its standing as one of PS2's most respected platformers – but no more. *Ratchet & Clank 3* is an archetype of good design that soars above its rivals and exemplifies everything that's good about character action games.

But let's cut to the chase. You want to know whether or not this is worth £40, right? Well, we're going to tell you... by prattling on like excitable children and gushing uncontrollably! First of all, it looks amazing. No, really – it's like being in the land of chocolate, only the chocolate is polygons and your mouth is your eyes... or something. Look, it's bloody lovely, all right? Insomniac's quality hose

"ALL OF RATCHET'S MOVES ARE EASILY ACCESSIBLE AND CONSISTENTLY RESPONSIVE"

QUESTION...
James Arnold Taylor, the man who voices protagonist Ratchet, also lent his vocal magic to the lead character of another PS2 title. Who?

GAMEPIE
50% Explosions and death.
20% Fluffy exploding ducks.
10% Stuff blowing up.
10% Even more death and massive explosions.
10% Guns and fire.

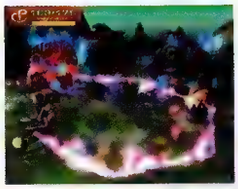
ANSWER
Believe it or not, he played Tidus, hateful star of *Final Fantasy X* and wearer of gaming's most extravagant trousers.

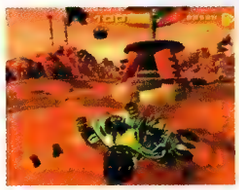
PYTHON: Destroy enemies and they'll release bolts than be traded for weapons.

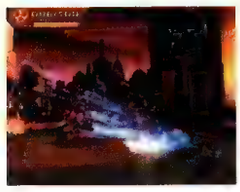
EXTRAS! EXTRAS! EXTRAS!

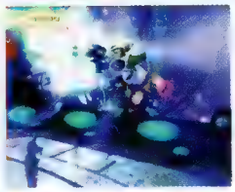
Blast From The Past!

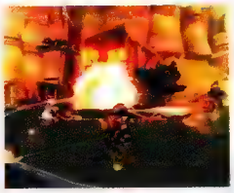
- If you have a completed save game from either *Going Commando* or the first *Ratchet & Clank* you can get discounts at Gadgetron vending machines. You also receive returning weapons and gadgets for free which is priceless. Literally.
- Collecting platinum bolts strewn around each level lets you unlock multiplayer goodies including various skins for online play. Among others, you can have Ratchet bound around in a rather fetching tuxedo.





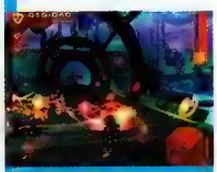




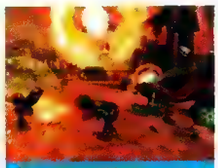


GO FORTH AND MULTIPLAY

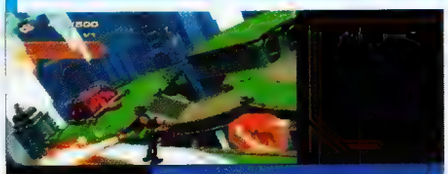
One of the biggest features in this iteration of the *Ratchet* series is the inclusion of multiplayer. You can go split-screen or online and it plays very much like your average FPS thanks to the new strafe function. It's bags of fun and when you take things online it gets even better. Some levels even let you fend off opponents with vehicles. Battles are always chaotic and eventful.



TUNNEL VISION: One level takes place underwater.



JEEP AND CHEERFUL: Use the buggy to crush opponents.



SPLITTING HAIRS: Go split-screen if you don't have broadband. There's a little slowdown, but otherwise it's a lot of fun.

WHIP IT GOOD: When everyone has a plasma whip the screen is awash with the flashing lights of searing death. Lovely.

"THE GAMEPLAY IS BUTTERY SLEEK AND FILLED WITH DETAIL"

has sprayed its load lavishly across every locale and the results are miraculous. Next they've managed to sardine in a vast throng of thoroughly humongous levels. We can't spot a single short-cut or half-measure. It's all in the details, man; immense golden skyscrapers twisting skywards, hover cars zipping past leaving vapour trails, sparkling particle effects and scores of enemies running around kicking up dust.

OK, so it's tastier than a thousand giant Pot Noodles, but has the gameplay advanced to the same degree as the visuals? Well, yes. Yes it has. Immeasurably. With big sodding bells on. It's so much fun that barely a moment goes by without you discovering something and feeling good as a direct result. The platforming is deceptively simple – jaunt around with the analogue stick, jump with ⊗, fire your weapons with R1 – but that's the beauty of it. You aren't distracted by useless commands and all of Ratchet's moves and abilities are easily accessible and consistently responsive.

Perfectly complementing the lush gameplay, *Ratchet 3* is *vast*. Nothing can touch it in terms of scale and variety and simply exploring your surroundings is rewarding in itself. It's one of those games where there's always something new around the corner, and when you consider that there are about a million such corners you begin to understand just big it really is. Like before, you use your ship to flit between planets, but this time around you can report back to a 'hub', the Starship Phoenix, that lets you meddle with VR training, weapons testing and other distractions, all of which are both entertaining and rewarding.

Which brings us onto the missions themselves. They're broken up into distinct sections, so if something is proving too difficult you can bugger off elsewhere and try something easier until such time as you have more health and better weapons. A standout moment reprises the robot disguise sections from the first game, only this time Ratchet poses as a Thyrannoid alien. Plus there's more classic platforming, driving and genuinely innovative gadgets than ever before.

Although the basics remain the same, every level presents a new threat and demands fresh tactics, making use of the famous weapons and gadgets at your disposal. For example, if you're having a hard time charging through a blockade of enemies, invest in the sniper rifle and take any stragglers out from afar before lumbering in with your new rocket launcher. Of course you'd expect this kind of tactical freedom from most games, but with *Ratchet 3* it feels more vibrant and natural thanks to the genius helpful design. It can often be infuriating, but it's never the game's fault – it's always down to your own fumbling cack-handedness – and as a result, muscling through the numerous thumb-elongating challenges reaps genuine satisfaction.

Spend £40 on this. It's brilliant. If you're after a challenge, lashings of honest-to-goodness fun and some of the funniest videogame scripting you'll ever come across, it'll be money well spent. This is an important game for Insomniac and it shows that they're capable of surpassing the likes of Naughty Dog's *Jak & Daxter* series with comparative ease. The gameplay is buttery-sleek, the cut-scenes made us laugh out loud like big thick children and it's conclusively one of the best-looking games on PS2. You can't really go wrong with that, can you? **Andrew Kelly**

■ *Get ready to go ga ga on November the 12th.*

PSM² VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Almost perfect platforming. You always feel in control. – Some useless weapons.	+ Sprawling environments filled with things to see. – Flat textures. That's all we can moan about.	+ Brilliant scripting and voice acting. Funny. – Er... Doctor Nefarious is a bit annoying?

LIFESPAN
In about 20 hours you'll have clocked the main game, but there are rafts of collectables for perfectionists and online play of course.
MINUTES — YEARS

IT'S BETTER THAN...
JAK & DAXTER

IT'S WORSE THAN...
JAK 2: RENEGADE

The best platformer on PS2? Possibly. Fun, beautiful to look at, challenging and rife with glorious detail? You bet your ass it is. An essential purchase.

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INFOSTRIP

DETAILS
Developer: Naughty Dog
Publisher: Sony
Players: 1
Memory Save: 195kb
Widescreen: Yes
50-60Hz: Yes
Surround Sound: Yes

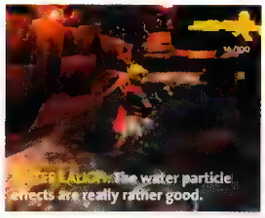
PUBTALK
The smart arse thing to say down the boozer.
"The wiseguy who voices screeching weasel Daxter also plays over-eager Mafioso Benny Fazio in The Sopranos. Fugedaboudit!"

GAMEPIE
40% Stupid weasels.
30% Bearded men.
10% Angry men.
10% Collecting orbs.
10% Driving around.

GAMEFAX
Action
Platformer
Sequel
PS2 Exclusive

TRIVBURST
- Control Daxter in certain level-specific areas.
- Transform into two powerful forms; Dark Jak and Light Jak.
- Open-ended mission structure.

SHOOT TO KILL: The basic weapons from the second game return once more.


WATER LAUGH: The water particle effects are really rather good.

CAR CRASH TV: Jak's buggy flips over on the rough desert sands

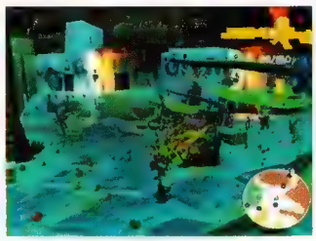
RIDE WITH ME

Until such time as you gain enough respect from the residents of Spargus, you'll be stuck with a bog-standard dune buggy that's slow, unreliable and completely devoid of guns. Work your way through the game, however, and all manner of wheeled monstrosities will become available. You'll need something meaty if you're going to rid the wastelands of nasty marauders. This progression isn't entirely free though as vehicles are unlocked through main story missions.

TOO CUTE: Here's one half of a massive pincer that the bigger brutes are perched on the other side of this garage.

"IT'S ALL OVER! HAS IT GONE OUT WITH A BANG?"

JAK 3



It's almost twice as big, but has the series gone stale? Violence doesn't compensate for its shortcomings...

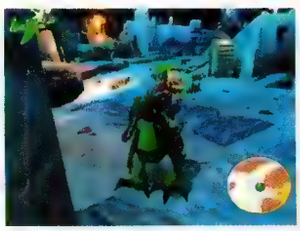
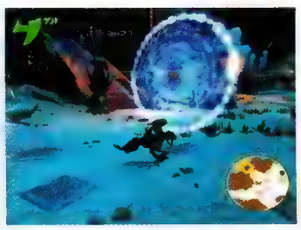
In many ways, *Jak 3* is like a confused child. Not in a "What's bark made out of on a tree?" kind of way, but like "When I grow up, should I be an astronaut, a robot or a monkey?" Is it a platformer or an action/adventure? Maybe it's both. Or neither. And, like a child, it infuriates and entertains in equal measure. One minute it's amiable and charming, the next it's browning the blankets and screaming in your ear.

Like *Jak 2*, the game has no 'levels' as such, rather a series of connected missions that can be picked up from NPCs. The *GTA*-lite structure remains intact, so there's a lot of racing through hoops against the clock. Sound good? Fair enough, but this kind of thing started getting on our wick after a thousand restarts on the 'Destroy Cargo In Port' mission in *Jak 2: Renegade* - do we really want more? Okay, so it's not all like this - but the exploration, inventiveness and classic platforming that makes *Ratchet & Clank 3* so appealing is completely non-existent.

Jak 3's big selling point has to be the number of vehicles on offer. First and foremost, a large portion of the game requires you to traverse the desert in a series of powerful dune buggies. As you get further into the game, bigger, faster and more powerful rides become available and chucking them around the vast wastelands of Spargus is immense fun. After that we have city transport. To get around the shanty towns of Spargus you can cling to lizards called Leapers, and when you visit Haven City (now seriously broken after the Baron's tower collapsing) there's a bevy of jet bikes that can be nicked, just like in *Jak 2*. Along with these, there are mech suits, war droids, hangliders and your old jetboard to contend with. That's a lot of vehicles, man - and the physics are excellent.

Again, as before, Jak can shoot up anyone who gets in his way with a quartet of deadly weapons. As you'd expect, these can all be upgraded, but little has changed since last time. The shooting doesn't sit well with the rest of the game and things are getting too 'gritty' for their own good. Christ, we're being a bit negative here, aren't we? "Surely the game does *something* right?!" we hear you whining. Well, it does. Lots of things, in fact. The environments are massive, there are tonnes of missions, the scripting and cutscenes are excellent and the controls are tight - but the same can be said for both *Jak & Daxter* and *Jak 2: Renegade*, you see. We've been here before, whereas *Ratchet & Clank 3* excels both its predecessors and takes the next logical step to greatness. It's a shame, really. We expected so much more. **Andrew Kelly**

■ *Join Jak's last adventure from November 26th.*

PSM² VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Shooting and jumping around feels good. – The missions are tiresome and outmoded.	+ Brilliant. Vast, sweeping and super sexy. – Can be a bit dull and muddy at times.	+ Good music and voice acting all round. – Now that would just be nit-picking.

LIFESPAN
The game is huge and making your way across Spargus, the desert, Haven City and everywhere in between will take yonks.
MINUTES — YEARS

IT'S BETTER THAN...
JAK & DAXTER

IT'S WORSE THAN...
RATCHET & CLANK 3

PlayStation.2
A fitting swansong for the saga, but it's starting to show its age and doesn't feel as fresh as it did a year ago. Still, you can't go wrong. Reliable platforming.

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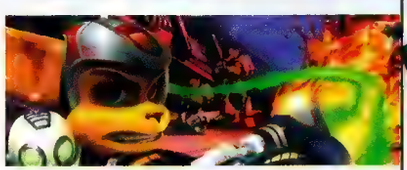
HEAD-TO-HEAD

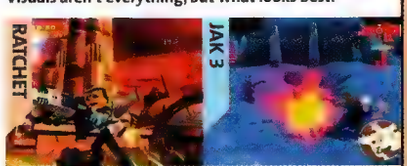
JAK 3/ RATCHET 3



FEATURE

GRAPHICS

Visuals aren't everything, but what looks best?



Ratchet's unique B Movie-style visuals are now more vivid than ever. The sweeping metropolis that made the first game so impressive has been violently superceded and the frame rate is smoother than an otter's pocket. The characters, typically, are designed to such a degree that they wouldn't look out of place in a Pixar film and the atmospheric spot effects give everything Insomniac's trademark sheen. The only gripe we have is with the textures which are a little basic.

Equally as impressive and perhaps twice as vast, *Jak 3* is a technical marvel. Thought *Jak 2* was big? Then Spargus and its surrounding desert will blow your mind. Still, compared to *Ratchet* it doesn't look quite as solid. The textures seem muddy, the character design is a little uninspiring and the collision detection is still a bit broken. The city of Spargus is densely populated and stretches far beyond what we ever thought was possible on PS2, but *Ratchet* is far more pleasant to look at.

WINNER

The vibrancy of *Ratchet* shames *Jak's* dusty deserts and shanty towns by looking completely lovely in every possible way.

MISSIONS

The meat and potatoes of any good platformer.

Each planet in *Ratchet 3* has one main mission and a handful of optional side quests. Quests can range from driving, espionage, assaults on enemy bases and puzzling to plain old shootery and the game shines as a result. There's so much to do and the game keeps chucking new ideas at you all the way. Distracting security by luring a monkey into their searchlights with a custom-made banana cannon? Chatting with tiny aliens and inadvertantly insulting them? Brilliant stuff.

Like its predecessor, a lot of *Jak 3's* missions involve *GTA*-style checkpoint races, timed pursuits and bemani button tapping. This isn't entirely exciting and serves mainly to annoy. Get friendly with the retry button; you'll be seeing a lot of each other. There's less platforming stuff than there should be and you spend most of your time hopping through checkpoints against the clock or engaging in furiously difficult arena battles. *Jak 3* is less a platformer, more a straightforward action/adventure.

WINNER

Jak 3 has an open-ended mission structure and loads to do, but it never betters *Ratchet's* challenging objectives and frantic combat.

VEHICLES

A new fad and one exploited by both contenders.

The *Ratchet* games have never been famed for driving sections, but the second sequel has a couple strewn around its levels. Among others, you can take control of a military jeep (topped off with a turret that's manned by, er, a one-eyed monkey) and a hover ship. These sections break up the bouncing around and are a genuinely fun diversion. There are also drop ships that you can use to shoot around levels and some sections even let you leap out of them and sky dive into enemy territory.

Jak on the other hand has *loads* of vehicles. In Spargus, you can bound around on lizards, back in Haven City you can nick hover cars and there are sections that involve massive mech suits, hangliders and, best of all, a range of dune buggies that let you zip around the *vast* desert, taking part in races and attacking evil marauders. These are a definite highlight and they overshadow *Ratchet's* modest range of motors. First victory for *Jak 3*, then, but a modest one at that.

WINNER

With so many vehicles and vehicle-based missions, *Jak 3* is a clear winner. *Ratchet's* are fun, but there aren't nearly as many.

COMBAT

Both games are full of guns and explosive chaos.

There are 15 gadgets in *Ratchet 3*, most of which are accustomed to blowing holes in things. As such, the combat is explosive, violent and entertaining and a lot of your time will be spent shooting things up. Brilliantly, Ratchet can now strafe and lock-on, making combat more intuitive and responsive than ever. There's a lot of fighting in the game, so the developers have made sure the combat is perfect, and it almost is. The simplistic button mapping compliments the strategy element perfectly.

Jak's penchant for guns is stronger than ever, and his four weapons can now be upgraded to different stages. While the scrapping is responsive, you never feel totally in control of Jak's actions. The rushing punch has flung us off one too many cliffs and the strafing that makes *Ratchet* so good is nowhere to be found. *Jak's* combat is merely functional and takes a back seat to the platforming, even though it's supposed to be the overriding feature. Disappointing.

WINNER

Another win for *Ratchet*. The weapons are better, the combat is fluid and it's more fun than anything else we've played this month.

LEVELS

If the levels aren't any cop, there's little point.

Since the game takes place across a series of planets, you can expect varied environments throughout. Everything looks stunning, from underwater bases, desert planets and capital cities to jungle planets and power plants. Not only do they look good, but they're chock-full of secrets and stretch for miles into the distance. Climbing to the top and looking across the level is one of our favourite things and further confirms that *Ratchet* is something very special indeed.

There's no denying that *Jak 3's* levels are unlike anything else on PS2. In fact, they aren't even levels – it's like exploring one huge continent. In one game you have a huge desert, two sprawling cities and countless nooks and crannies that can be explored. There are no loading pauses and, like *Ratchet*, the draw distance is jaw-dropping. *Ratchet* wins by an inch, however – the locales in *Jak 3* are bland, perhaps a little *too* big and don't offer much in the way of diversions.

WINNER

Ratchet wins, but both games are impressive in their own right. We prefer colour and detail to scale and sand.

INFOSTRIP

DETAILS
Developer: Sega
Publisher: Sega
Players: 1-4
Memory Save: Up to 8Mb
Widescreen: No
50-60Hz: No
Surround Sound: No

PUBTALK
The smart arse thing to say down the boozer.
"Hopefully in the next one they'll include monkey target..."

GAMEPIE
30% Waving like a nutter
30% Posing for high scores
20% Flailing like a chimp
20% Sweating like a pig

GAMEFAX
Music
Easy
Eyetoy
Addictive

TRIVBURST
- 12 games in total, all based on classic Sega titles.
- USB mic recognition for the shouty games.
- High score snapshots. Capture your moments of bliss forever.

200
DREAM TEAM: The sensation of flying is very satisfying. Easily the best game on offer.
THE MONEY SHOT
Nights is the closest you'll come to flying without tripping on LSD and taking a header through an unopened window. Now, if they can just make a Superman game...
PSM2 SILVER AWARD

WHAT THE HAIL?

Crazy Taxi might as well be called the 'Covered In Invisible Bees Happy Time' for all the resemblance it bears to the original. If you tried hailing a taxi like this at a Bristol cab rank, not only would you never get one, but the police would probably shoot you with some kind of tranquiliser gun and arrest you. Still, it *does* offer mic recognition, so scream your face off.

09'00
HAIL TO THE KING: Scream and wave your arms around to catch a cab. Possibly the strangest, most unhinged game of all time.

"DESPITE ALL MY RAGE, I AM STILL JUST A CHIMP IN A BALL. NO, HANG ON...'

SEGA SUPERSTARS

Want rid of your blossoming man belly? Easy - just spread your arms, breathe deeply and fly like the wind...

Remember when you first heard that Ben Elton was writing a musical? You probably didn't mind that his last three books weren't that funny. You might have even let him off the Thin Blue Line. But We Will Rock You? That was the last straw. He'd sold out. He'd gone institution. And a *tiny* bit of your brain started to question whether he was even funny in the first place.

Anyway. We thought *Superstars* was going to be Sega's Brian-May-endorsed nadir. Admit it - when you saw shots of a beardy Japanese developer squaring up to Akira, you thought so too. They'd gone mental. They'd sold out. Etc. But - surprise! - we were wrong. It's not *all* great, natch. Three of the games are just slightly improved rehashes of games from *EyeToy: Play*. Although they've got nicer graphics, more structure and proper bosses, they're one-play novelties. *Billy Hatcher*, *Sonic* and *Chu Chu Rocket* are basically simplified versions of the 'real' games, except that you wave over buttons to direct the action instead of pressing them. They're okay, but it's a bit like playing badminton with a cricket bat - it sort of works, but why handicap yourself?

Thankfully, things start to pick up with *Space Channel Five* and *Samba De Amigo*. *Samba's* not quite as brilliant as the Dreamcast version - without the huge plastic maracas, you feel more like a frazzled Bez wannabe than a snake-hipped salsa god - but with copies routinely fetching upwards of £100 on eBay, this is the best chance you'll get to own one of the best Bemani games around. *Puyo Puyo* continues the goodness, seeing you funnelling jelly-things into colour-coded slots with well-timed arm swoops.

Monkey Ball actually *feels like being a monkey in a ball*. No exaggeration. Your badly-co-ordinated bod is relegated to a little box at the top of the screen and the simians take centre stage in a game that's exactly the same as the original. The simplicity of the control scheme lends itself to *EyeToy* beautifully - you lean to steer, put your hands down to roll forwards and up to stop. *Nights* is basically the same, but with swooping and banking instead of rolling and teetering. It's *actually like flying*. In fact, it's really a shame that the more tedious games couldn't have been ditched in favour of more from the good ones - there are only nine levels of *Monkey Ball*, for example. Slightly disappointing, then - but still well worth a look. We were wrong. Just not about We Will Rock You. **Joel Snape**

■ *You can fill your life with Sega-style fun right now. Go on, you know it makes sense.*

PSM2 VERDICT

GAMEPLAY
+ Some games are genuinely fresh and immersive.
– The rest, not so much.

GRAPHICS
+ Classic Sega. Bright and beautiful.
– Lacks *EyeToy*'s jazzy background effects.

SOUND
+ Has typical Sega charm.
– Not enough tunes on Samba De Amigo. Seven? Pah!

LIFESPAN
One to dig out for parties and visits from nieces and nephews, even after you've trounced all the Monkey Ball stages.
MINUTES — YEARS

IT'S BETTER THAN...
EYETOY PLAY

IT'S WORSE THAN...
SINGSTAR

This made us excited about the future of full-body gaming in a way that *Play* still doesn't. Clever design and classic Sega combine to create something special.

80

DON'T PLAY STATIONARY!
LOGITECH® CORDLESS ACTION™ CONTROLLER for Playstation®2 gives you the winning edge from up to 30 feet away – no kidding. This high precision controller is driven by Logitech's proprietary 2.4Ghz technology that eliminates cords and lag. And it's small, light, and fast enough to edge out the competition still using old school controllers. Extra-long battery life immerses you in the action for over 50 hours of gameplay with vibration. Go Cordless.
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PlayStation, and PS one are registered trademarks of Sony Computer Entertainment Inc.

INFOSTRIP

DETAILS
Developer: EA
Publisher: EA
Players: 1-4
Memory Save: 22kb
Widescreen: Yes
50-60Hz: No
Surround Sound: Yes

PREVIOUSLY IN PSM2...
"IT FEELS SLOW, THE SPECIAL EFFECTS ARE WEAK AND IT'S LACKING IN POLISH"
PSM2#53

GAMEFAX
FPS | Sequel | Shit | Violent

TRIVBURST
- 'Banging' soundtrack by past-it Paul Oldenfolk.
- Hold two guns at once. No, really. *Two* guns.
- Four upgrades for your golden eye.
- Weather

OUTDOOR PURSUITS: Rare outdoor levels are bright and spacious, which is quite nice. Only quite, mind.

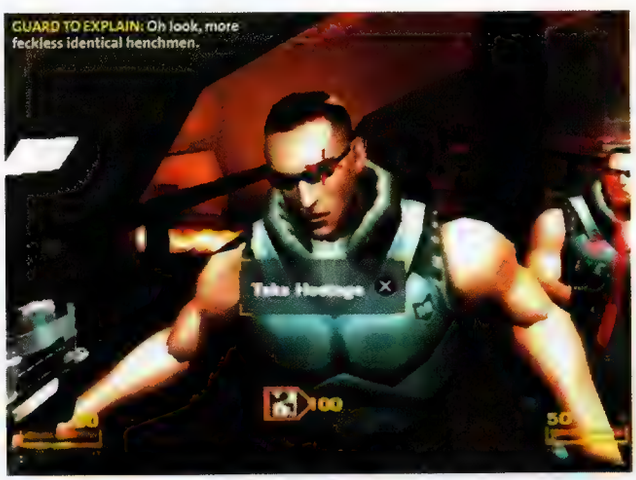
THE GONE BONDIES

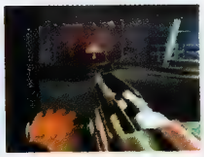
The opening scene is, typically for EA, the most exciting part of the game. You're flying to Fort Knox with James Bond when your chopper crashes and 007 is left hanging for his life. Hilariously, you can shoot his hands, making him fall to his doom. It's only a VR mission though and you get slapped by a miffed M afterwards. From here on in the game is 'evil' in every sense of the word...

"EA RUIN A RESPECTED LICENSE WITH CYNICAL TOSS. SHAME ON YOU."

GOLDENEYE: ROGUE AGENT

Could this be the worst first person shooter on PS2? We try and form an opinion through a glaze of tears...





Every sordid entry in the big book of FPS cliché has been mercilessly exploited in *Rogue Agent* with a zealous vigour rarely experienced by anyone but desperate alcoholics and maddened pog addicts. Exploding barrels? Lots, and enemies still carelessly blunder in front of them ignoring the fact that there's a man with a machine gun *firing bullets with intent to destroy*. Sniping sections? Stealth? Unarmed takedowns? Set-pieces? Hordes of identical enemies interspersed with the odd differently-coloured, more powerful foe? Inexplicably gun-packed facilities and warehouses? It's all here, and it's all remarkably average.

THE MONEY SHOT
The entire game is one big money shot in the face of everything that's good about videogames. If it's bad or clichéd, Rogue Agent does it with aplomb.

In fact it's so vanilla that we pity everyone involved. A raging torrent of bitter anguish cascades into a waterfall of splitting despair with every second of play and we constantly ask ourselves "Just who's idea was a James Bond game without James Bond in it?". The gunplay is unexceptional, the level design unimaginative, and the entire thing reeks of cut-price, production line, shelf fulfilment. There's no room for strategy and a tedious, workmanlike approach to everything the game does becomes crushingly evident just minutes in.

Even the ridiculous 'golden eye' implant that our anti-hero has been implanted with quickly becomes obsolete. So what if you can see enemies through walls? Unless you have a railgun, it serves no purpose whatsoever. And disabling their guns? Just shoot

"WE ASK OURSELVES JUST WHO'S IDEA WAS A JAMES BOND GAME WITHOUT JAMES BOND IN IT?"

QUESTION...

Before Pierce Brosnan started pretending he was a young man in James Bond films, what other stellar roles did he fill?

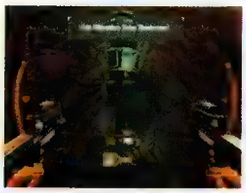
GAMEPIE

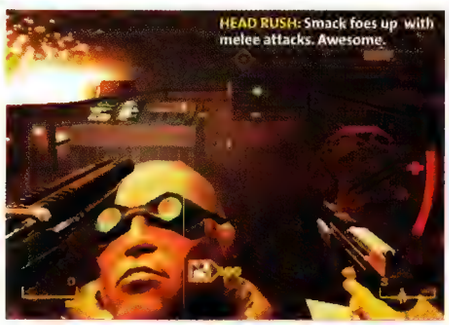
50% Exploding barrels
30% Disappointment
10% Being completely rubbish
10% Exploding crates

ANSWER

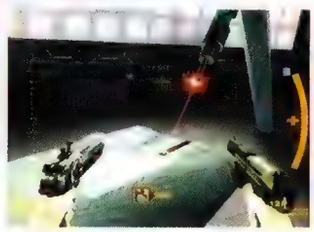
He played 'First Victim' in The Carpathian Eagle, 'First Irishman' in The Long Good Friday and, most impressively, Remington Steele.

EVIL TWIN: Look! It's the same bloke again! Lazy buggers.





HEAD RUSH: Smack foes up with melee attacks. Awesome.



TECHNO PRISONERS: Taking hostages is rubbish.

CRATE EXPECTATIONS

Evidently, every complex and base in the world has been invaded by mysterious exploding barrel salesmen. Everywhere you turn in *Rogue Agent* there are exploding barrels, and the so-called 'AI' uses them for cover! How inane are these faceless henchmen? Almost every situation can be solved by luring dim-witted guards into the path of exploding barrels. "Ha ha, Bond! You shall never defeat me in my exploding barrel factory! Never! Whoa. Did someone say 'explosive barr...'" <BOOM!> This is just how unimaginative *Rogue Agent* really is.

them in the face a thousand times instead. You can use it to hack into computer terminals and all that chaff, but we really find it hard to get excited over something like that in light of the game's inability to deliver what is says on the box.

The plot is also a load of old hash. It's so hackneyed that it comes across as some kind of ill-concieved joke and involves a feud between plump megalomaniac Auric Goldfinger and rake-thin lord of all things nasty Dr No. OK, we'll admit that the opening scene is genuinely gripping – three minutes into the first level (*three*) and you've already done the impossible – killed James Bond! But it turns out that it's all a VR simulation – how bollocks is that? Still, it's explosive stuff and gives you a short-lived sense of involvement. The sad thing is, they probably spent more time creating the in-game likeness of a man who *suggests*, but is *sufficiently legally distinct from* Pierce Brosnan than they did on the rest of the game. His face is actually a work of design genius. It's Bond... but it isn't! And with a wicked wind-flicked fringe too.

Annoyingly, all of the weapons are curiously effete. They never feel impactful and it's made even worse when felled corpses mysteriously vanish before they've even hit the floor. It looks like a *videogame* rather than the recreation of Bond-ism that is at the core of previous 007 games. It's a spin-off of *Super Bombad Racing* proportions – giving us a different, unusual but thoroughly unwanted perspective of something we know, love and should not be messed with at any costs. What next? Chess in a *Mortal Kombat* game? Ah... After the gloriously gritty *Killzone* with it's attention to detail and raucous explosive action and *Call of Duty*'s chaotic warfare this is 'a shoot-'em-up'. Nothing more. It's like a lightgun game but without the novelty of using a lightgun.

"LIKE A LIGHTGUN GAME WITHOUT THE NOVELTY OF A LIGHTGUN"

Multiplayer, something that the original GoldenEye (Rare's N64 opus) was famed for, is now almost as bad as single player. There are good ideas, but they're wasted on the slower-than-bullet-time game engine and clumsy control system. You can initiate death traps to trap hapless opponents as they blindly stumble towards sexy weapons, which is a nice feature that gives you the opportunity to cackle and mock whoever you've just crushed – provided you get why you should go to the trouble of triggering the machine rather than just shooting them in the face again. Compare the multiplayer levels to anything from *TimeSplitters 2* and you'll realise that these feel rushed and recklessly cobbled together.

What? Oh, it doesn't end there. We've still a bucketload of moans. The *second* you die, a loading screen pops up and you're chucked back to the start of the level. No 'You're dead!' screen, no 'Game Over'... hell, they don't even dignify your efforts with a scream of pain. You simply slump a bit and are rudely ejected back half an hour, forced to go through the same dismal rigmarole *all over again*, losing an inch of soul with every harrowing second of play. We challenge anyone to make it through to the end of the game without mourning the precious seconds of their life slipping away. *Rogue Agent* is something we thought we'd never see again – a crap James Bond game. Except he's not even in it. Bugger. **Andrew Kelly**

■ GoldenEye: Rogue Agent *will be stinking up shop floors on the 26th of November. 'Shocking'...*

PSM2 VERDICT

GAMEPLAY

+ Guns fire when you press the fire button.
– Slow, outmoded and lacking in excitement.

GRAPHICS

+ Good character models and spot effects.
– Muddy browns and greys. Looks like bum.

SOUND

+ Smashing voice acting from the professionals.
– Piss poor music and overall sound design.

LIFESPAN

It's rubbish, so we doubt you'll get past the first few levels without crying into your palms. If you like it, it's about 10 hours or so.

MINUTES — YEARS

IT'S BETTER THAN...

DIE HARD: VENDETTA

IT'S WORSE THAN...

EVERY OTHER FPS

A soulless, cynical debacle that should never have been conceived let alone released. Generic plodding FPS that does nothing we haven't seen done better.

5/8

INFOSTRIP

DETAILS
Developer: Sony
Publisher: Sony
Players: 1-4
Memory Save: Up to 8Mb
Widescreen: No
50-60Hz: No
Surround Sound: No

PUBTALK
The smart arse thing to say down the boozer.
"I've been meaning to get some air guitar practice in – the world championships are in August next year."

GAMEPIE
70% Playing the games
19% Messing about with Cameo
10% Triggering menus with your head
01% Fooling with the sonic/colour cams

GAMEFAX
Eyetoy
Sequel
Music
Funny

TRIVBURST
- Cameo mode. Create a scarily-accurate 3D version of your head and knock it around and stuff.
- Playroom with Sonic, Motion and Colour-cams.
- 11 games in total.

EYE SPY

Suspect one of your flatmates is stealing your milk? No problem – just disguise your *EyeToy* camera as a lump of cheese – and your PS2 as a chocolate cake, or something – and shove the whole bundle in the fridge. That's – presumably – the premise behind Spytoy, *Eyetoy*'s new mode. It's triggered by noise or movement, and can be set to either take surveillance pics or play a pre-recorded message to anyone who's offing the semi-skimmed.

"WAVE YOUR HANDS IN THE AIR LIKE YOU JUST DON'T CARE..."

EYETOY PLAY 2

Fancy spending the weekend doing a spot of hallucinatory DIY? Then we've got just the thing for you...

Say what you like about 'immersive experiences' or 'intuitive gameplay' – there's an ass-groove on the PSM2 sofa and we like it that way. The first *Eyetoy* was fine – as a sort of theoretical exercise – but after a couple of weeks it went back in the drawer, and we got on with games that let you sit down and wiggle your thumbs. But then two things happened. Firstly, *Eyetoy Play 2* turned up. Then, we noticed our underarms turning into fleshy ham-curtains – and we decided to give 'moving' another chance. Also, Nathan spent two years studying air guitar at the London School Of Invisible Music and Andy narrowly missed out on going to Harvard on an imaginary baseball scholarship, and it seemed a shame to let all that skill go to waste.

So: the best thing about *Play 2* is the technology on display. It's gone from clumsy beginnings to recognising speed and direction well enough to play a decent game of table tennis. Unlike last year's effort – where wandering past the screen was enough to put in a decent high score in certain games – the games combine different precision movements, like baseball, food preparation and, erm, DIY. The presentation's more polished too, with the camera automatically providing replays and snapshots. OK, so it's questionable whether you'd *want* to take on a mime-based McJob, but the potential's definitely there. More disappointingly, you can't help wondering what the games would have been like with proper licensing, a la *Sega Superstars*. Some sort of combination of Superspy's stealth and Kung 2's hitting would be *perfect* for an *MGS* game. The boxing'd be amazing with the *Fight Night* line-up. And, most glaringly, Drummin' and Air Guitar would be the two best games if they actually bothered to include any of Sony's massive music catalogue instead of genero in-house rock.

In contrast to *Sega Superstars*, then, *Eyetoy* feels a bit like a tech demo. It's impressive in almost everything it does, but its cel-shaded hipsters don't have the sparkle or charm of Sega's zombie/monkey-studded line-up. Possibly the most gawp-worthy glimpse of the future comes with the Cameo mode, Sony's facial scanning software. With an array of recognition points that take your profile into account, it puts *THUG's* system to shame, and the whisper is that it'll be supported in a slew of Sony's upcoming titles. It also has the slightly disturbing side effect of letting you put your own face into the memory card browser, or contort it into freakish grimaces and punch it into a fleshy mess. Now *that*'s worth getting off the sofa for. **Joel Snape**

Get physical on November 5th.

PSM2 VERDICT

GAMEPLAY
+ Excellent variety of arm motions.
– No 'games' – just a series of mini-tasks.

GRAPHICS
+ The replays and effects are much improved.
– Weak character design isn't all that endearing.

SOUND
+ Transform belches into visual poetry.
– Flacid wuss-rock in the guitar games.

LIFESPAN
A stack of decent and varied games that'll have you waving your arms like a baboon in front of your TV for a while.
MINUTES — YEARS

IT'S BETTER THAN...
BRITNEY'S DANCE BEAT

IT'S WORSE THAN...
SEGA SUPERSTARS

Lots of nice little games, but nothing as hellishly addictive or genre-advancing as *Sega Superstars*. What'll be the first single game to use this technology?

75

INFOSTRIP

DETAILS

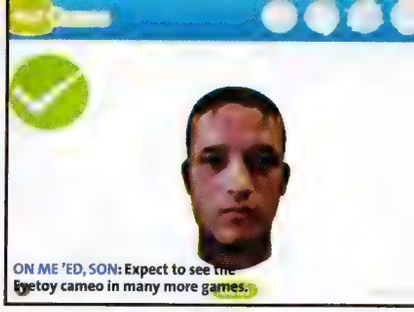
Developer: Sony
Publisher: Sony
Players: 1-8 Players
Memory Save: 385KB
Widescreen: No
50-60Hz: No
Surround Sound: No

GAMEFAX

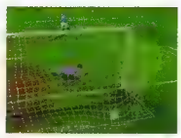
Sports · Sequel · Network Play · Eye Toy

"SONY'S GAME COMES IN THIRD AGAIN"

RANGERS RUBBED TO DEATH: Sony boast a huge amount of playable teams.



ON ME 'ED, SON: Expect to see the Eyetoy cameo in many more games.



THIS IS FOOTBALL 2005

With the number one spot already filled, and FIFA currently close second, do we really need a third game?

By now, you'll just be getting into your 5th Master League season on *PES4* and you're still loving every minute. It feels good doesn't it? Just like real football? Well Sony once again will have you believe that their latest game *is* football. But once again they can't back up their claims.

There's a kit bag full of niceties that makes *TIF 2005* stand out from *PES* and *FIFA*; namely the online mode. Further to last season's eight-player match-ups, Sony have delivered an 11-a-side experience. Oh yes, *TIF 2005* now allows you to take part in a virtual match with ten other team-mates. And get this, not only can you hurl abuse at them via a USB headset, you can also use the *Eyetoy* and the new Cameo system to stick your face on your player. Eat that *PES*!

Unfortunately *TIF 2005's* game shoots high and wide of the goal. OK, Sony have added a few new tricks (notably a ropey Zidane spin) but they look out of place in an otherwise uninspiring footie sim. The passing's remained infuriatingly inconsistent, and the physical play that's being depicted is too exaggerated. Even sturdy players with a low-centre of gravity (like Rooney) are knocked off the ball with minimum effort.

TIF 2005 has scraped into the third spot for the third season running. The new features are good, but the fundamental action is lacking in fluidity. It looks like we're off for another season in the Master League then. **Nathan Irvine**

■ *TIF 2005 is kicking off in stores right now.*

PSM2 VERDICT

Online play and the Eyetoy Cameo, makes up for the mediocre footballing. There's a basis for a quality game, but it's in need of some serious training.

6.8

INFOSTRIP

DETAILS

Developer: EA
Publisher: EA
Players: 1
Memory Save: 1983KB
Widescreen: No
50-60Hz: No
Surround Sound: No

GAMEFAX

Sports · Official License · Management · Sequel

"IT'S 'MY FIRST SOCCER SIMULATOR'"

TOTAL CLUB MANAGER 2005

FI. FA, SO DUMB..... ...we smell the re-use of a needless left-over game engine.

What's the difference between Disgaea, Final Fantasy XI and a football manager? Nothing – according to EA.

Sport's titles and RPG's go hand-in-hand these days. There's now clear RPG content within football management games, but *TCM 2005* is an example of how 'not' to meld the two genres.

EA start off well enough. *TCM 2005* has the usual fat wodge of licensed teams and players from around the world, and you can still use the slow and weighty Football Fusion system to play with your team in *FIFA 2005*. But that's about it. The menus are clumsily laid out because they're hidden in sub-menus rather than being able to see what you need all at once. A single screen with transfers, and squad details etc, would've sufficed, but instead you have to fumble around to find stuff. The match engine remains sluggish, even when 'sped up'. And even the 'quick result' option is an ironic suggestion considering the time it takes to generate the score.

Finally EA have gone OTT with 'levelling up' moments in a way that feels detached from reality. Rather than creating the illusion of doing well, *TCM 2005* rams progress reporting, stat points in your face. For example, giving a particular answer at a press conference will result in the fans being '+3' points happier with you. It just makes the whole game play out like a 'game a bit like football management' rather than the real thing. Sure, it may appeal to the uninitiated but to hardcore fans, it's pitiful. So if you like your football management tough yet fulfilling, go and buy *LMA 2005*. *TCM* is the Steve Wigley of managerial games: uncharismatic, boring and lacking in any obvious managerial skills. **Nathan Irvine**

■ *TCM 2005 is shouting orders from stores now.*

PSM2 VERDICT

It just doesn't feel right. The match engine slows down the game and the menus can be particularly cumbersome. All-in-all, a simple and dull experience.

5.6

Oi GRANNY NO!

Oi GRANNY NO!

Poor old granny. She's not to know what's good and bad in the world of PS2 games, but we're here to educate her. Make sure you don't end up with a Christmas sack of crap from Old Granny Ethel by ensuring she reads this guide on what *not* to buy you this crimble...

DUKES OF HAZZARD
RETURN OF THE GENERAL LEE

Shit TV show becomes shit sequel to shit game.

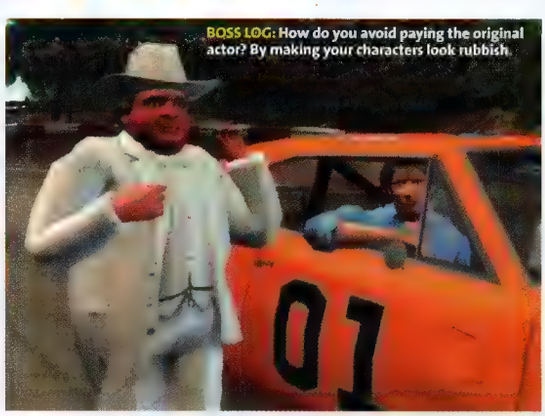
Nostalgia is a terrible thing, and plays tricks on our memories. Because, like so many other '80s TV shows that we fool ourselves into fondly remembering, The Dukes Of Hazzard was shit. Shit on toast. With extra shit. And, learning none of the lessons taught so firmly by Davilex's *Knight Rider* – which was so perniciously evil it blackened our fingers whenever we picked it up – aptly-named developers Ratbag have foisted this on us. And guess what? It ain't great.

Your favourite inbred hillbilly family, their stupidly-painted car and incompetent police nemesis are all present and correct, as is the theme tune (the best thing about the game by far). But sporting gravity-heavy handling that makes *Driv3r* seem the very model of responsiveness, this is an exercise in rancid clumsiness.

GRANNY TRICKERS!

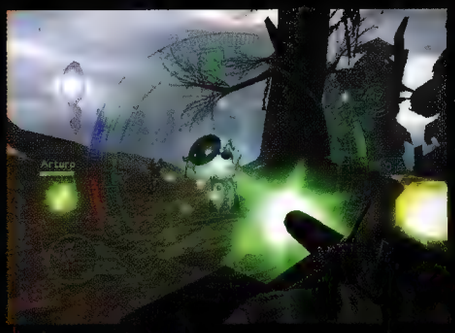
- Based on a 'classic' (cough) TV show from the past.
- Granny remembers you liking that TV show. Vaguely
- That lovely Waylon Jennings song is on it. Aw, bless.
- Shamelessly milks the nostalgia gland.
- It's no Knight Rider, but then again, what is?

SCORE



BOSS LOG: How do you avoid paying the original actor? By making your characters look rubbish.

Oi GRANNY NO!



ROBOTECH INVASION

Mummy, why aren't the giant robots fun?

There's half of a great game in *Robotech: Invasion*. Seeing you take charge of a Cyclone Battlesuit from the incomprehensible Japanese anime, the good half is a tidy first-person shooter with a lock-on facility that allows you to manually aim at the soft bits of the enemy. Your Cyclone can also turn into a motorcycle! Which is precisely when the game calmly shoots itself through the head with an enormous death-cannon. The handling is twitchy, the flying sections are utterly rubbish and it's too slooooow.

And why shell out good money for half a game? It'd be like buying one shoe, or a pair of pants with one leg-hole sewn up, or a toothbrush with gum-chaffing pins instead of bristles. Rubbish. To be honest, you'd have more fun bouncing of a bed of burning fivers.

GRANNY TRICKERS!

- Look! Robots!
- Shoot loads of things until they're dead, but they're only robots so it's morally acceptable!
- Plenty of shooting and that!
- Based on a popular cartoon!
- It's got that Japanese cool that all the kids love these days!

SCORE **48**

JACKIE CHAN: ADVENTURES

Join Jackie on an adventure into tedium...

Based on the cartoon of the same name, Jackie Chan Adventures will embarrass anyone over the age of five AND quite possibly those under five. Up to and including unborn foetuses. Not content with reproducing the credits of the programme wholesale, complete with momentary flashes of Jackie himself, gurning like a man whose testicles are being battered off-screen, the game is obviously down with 'the kids' by sporting this year's Deely Boppers – some bargain basement cel-shading.

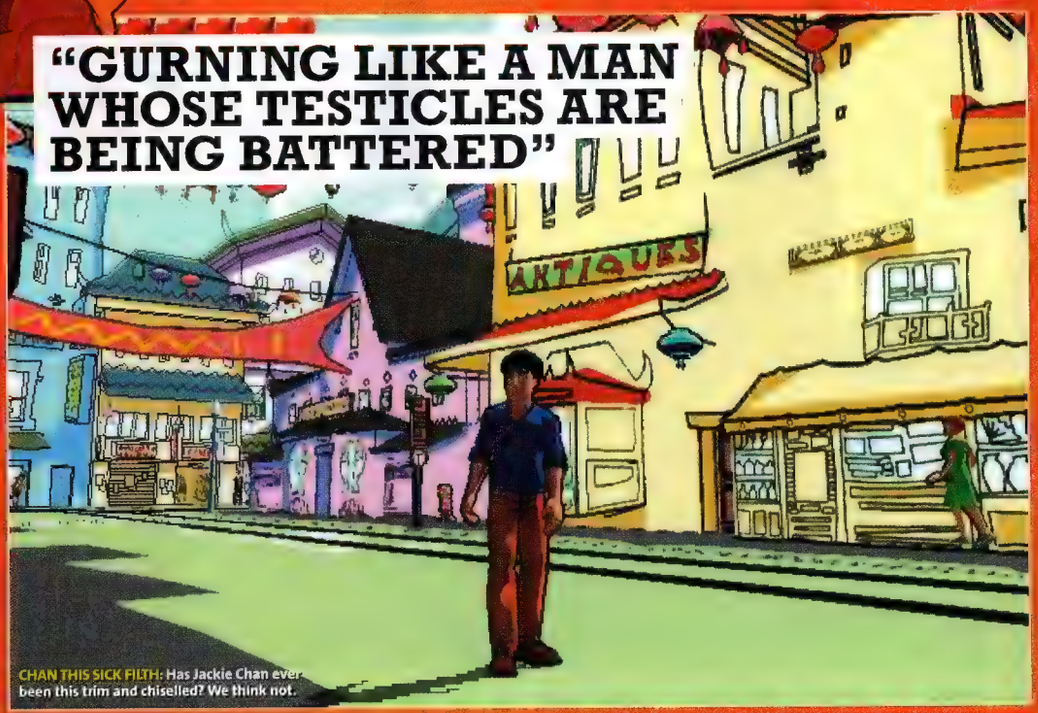
Long-suffering Jackie sets off on a number of adventures while putting up with a comically grumpy uncle and an odious child-thing, which has been included to entertain but merely makes everyone want to stuff cheese in their eyes. This boils down to navigating half-finished, primary-coloured environments and fighting nondescript ninjas via a combat system that is, at best, insultingly simple. Complete and utter horse toss that sullies Jackie Chan's good name. If he had one.

GRANNY TRICKERS!

- Jackie Chan's funny, too, right? No Gran, he's an arse.
- It promises Jackie Chan fighting. It delivers miserable button mashery.
- It promises Jackie Chan stunts. It delivers a load of old shit!
- It's cel-shaded – just like a cartoon and that.
- Look! Erm, Jackie Chan! Oh, go and buy *Ratchet & Clank 3* then, Twats!

SCORE **30**

"GURNING LIKE A MAN WHOSE TESTICLES ARE BEING BATTERED"



CHAN THIS SICK FILTH: Has Jackie Chan ever been this trim and chiselled? We think not.

GODZILLA: SAVE THE EARTH

Or rather, Save Yourself £40 By Not Buying It.

MOTH YOUR CAP: Huge robots fight in the streets. Boring boring boring boring boring.

On the face of it, this isn't as howlingly awful as the other games on these pages. Indeed, in many ways it's remarkably competent. It's graphically OK, it's got enormous monsters smashing cities to bits, and it lets four players fight each other. Not bad, eh? No, not bad at all. If only it wasn't so *boring*, that is; Save The Earth is so unremittingly tedious that we'd rather substitute our blood for vinegar than give it more *GTA*-time than the ten minutes we've already wasted on it *and can never get back*.

CHEESE ON GHOST: Terrifying, eh? No that's some scary shit right there, ma

GHOST MASTER: THE GRAVENVILLE CHRONICLES

Proof positive that being a ghost chews bag.

You can imagine the meeting. A bunch of suited 'n' booted execs, sitting around an enormous mahogany table, sipping their Frappe Light Mochachinos, desperately trying to jump on *The Sims* bandwagon and rustle up some quick cash. "*The Sims* meets *Gran Turismo*! No? Er, *The Sims* meets *Barbie's Horse Adventures*! No, that's shit, you're right. OK, how about – hang on – *The Sims*... get haunted?" Don't be so frikkin' stupid!

That said Ghostmaster is conceptually brilliant – manage a spectral squadron of ectoplasmic entities to scare the living crap out of a bunch of *Sims*-like computer people – but despite this at least 'original' start it's actually deeply pantalonio. *Ghostmaster* is just *dull*. Haunting is reduced to lip-gnawing tedium as you select the right type of spook and indulge in a lot of mindless busywork as you try to be scary. It makes 'haunting' feel like 'cleaning lavvies'. All that's missing is an undead David Brent.

"BUSYWORK THAT MAKES 'HAUNTING' FEEL LIKE 'CLEANING LAVVIES'"

GRANNY TRICKERS!

- It's The Sims, but with ghosts that don't piss themselves to death!
- It's The Urbz, but less sinister and embarrassing!
- Which means it's The Sims, but for boys! Who like ghosts! Er...
- You get to be the bad guy! How very Dr Evil!
- It's – oooh – spooky. Well, not really. Who are we trying to kid? Jesus.

SCORE **46**

Big monsters move slowly. This is a fact (well, if big monsters were real, that is; bear with us here). Ergo, each game of *Godzilla: Save The Earth* devolves into a tiresome hike around sprawling city-based levels, picking up chunks of masonry to throw at your opponent as you waddle un-menacingly towards them like a pissed up party-goer in bad fancy dress making his way home through a model village. This is an exercise in toe-picking boredom for the single player, and only becomes remotely fun when hootingly drunk – but by then we've usually got *Singstar* on.

GRANNY TRICKERS!

- Popular cinematic monsters fight and knock things over!
- Popular cinematic monsters *in Japan*, that is...
- New minigames like – wait for it - Godzilla basketball (sheesh)
- It's got fancy new online support – it's the future, right?
- Destructible Cities, Woooo. Let's smash this shit up!

SCORE **52**

WORMOUT 3: Control a big robot and smash a worm up. Ace!

Oi GRANNY NO!

SCALER

Stinky lizard anti-fun.

Does the world really need any more 3D platformers? Thought not. With the three *Jak & Daxter* games alone the PS2 already has more than enough top-hole run-'n'-jump extravaganzas, so *Scaler*'s hopes of adding something significant to the canon are woefully misguided and about as likely as a rocket-powered pig leading the first 'hammed' mission to Mars.

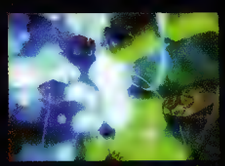
The storyline is frikkin' hopeless. You are Bobby 'Scaler' Jenkins, lizard rights activist (we're not making this shit up, you know) who becomes a lizard himself upon entry to the Dragon World. To save lizards, naturally. Pathetic.

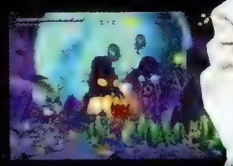
The gameplay itself is of the mediocre standard we've come to expect from such under performing blunderware as *Tak and the Power of JuJu*. Double jumps, ledge-hanging, you name it, it's all here, as expected and as predictable as opening the curtains to find that the world is *still there*! As inevitable as a credit card bill and about as exciting. Just leave it well alone, will you? Blame *Ty the Tazmanian Tiger*. He started it.

GRANNY TRICKERS!

- Lizards! You hear that, granny? Lizards! Kids love lizards!
- Lizards with big tongues! And colourful levels! More lizards!
- Generic 3D platformer no. 375A. Actually, it's more like 371B...
- Run! Jump! Collect things! Run around some more!
- It's not actually terrible. Just boring, mediocre and out-classed.

SCORE **46**





GET ON DA BIKE: Not so much a motorbike as an oversized training shoe on wheels.

HITCH BIKER: This is a man on a bike driving around in circles on a track.

BIKE AIR JORDAN: We pray that they crashed after this was taken.

CRESCENT SUZUKI RACING

It's Moto Cra-Pee...

Ask yourself this: what is the point of making a bike racing game where the bikes don't really feel like bikes, but stupid 'two-wheeled cars'? The answer, of course, is that there is very little point at all, even less point than the end of a sledgehammer, and frankly the logic and conditions that led to the existence of *Crescent Suzuki Racing* are far beyond the ken of mortal men. It's best not to think about it.

These aren't bikes, but bikes and sidecars – which, pretty much amounts to 'crap cars'. Trying to upend your bike is futile. Your back wheel stubbornly refuses to slide out and grass is seemingly exactly the same surface as tarmac except that you go a bit slower on it. Cornering is *always* the same, because your bike's behaviour is unerringly constant. As such, there's no thrill and no fun. Hey. *Burnout 2* is £20! Wheredeverybodygo?

GRANNY TRICKERS!

- It's got sidecars in it – how absolutely bloody unusual!
- Looks serious and sim-like. Driving games that are quite well loads.
- Superbike rider John Reynolds! Yes. JOHN FRIKKIN' REYNOLDS!
- And Sidecar champion Steve Webster! STEVE WE... Oh forget it
- It is only £15. Which is just £5 more than *NFSU*, or *Burnout 2*, or *GT3*

SCORE **37**

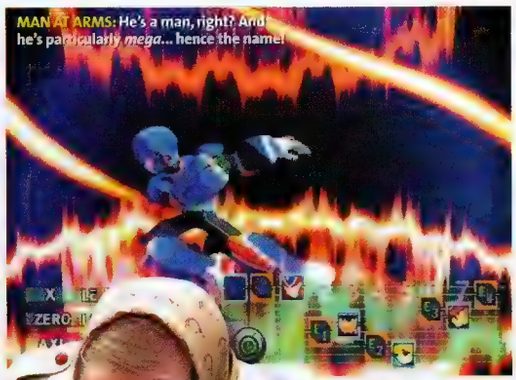
MEGAMAN X COMMAND MISSION

Megaman's back! Hello? Anyone? Come back!

Why do Capcom still insist on making *Megaman* games? We don't know a single person who has *ever bought* a *Megaman* game, but we assume someone must do because Capcom keep releasing 'em – IN BRITAIN! Are they mad?

Well things are different this time. They've got rid of precisely what it was that made Megaman vaguely bearable in the first place – ie, side-scrolling blasting 'n' fighting – and they've made an RPG that's as basic as basic can be. But if you want a little depth, the fighting system allows you to see eight turns in advance for a bit of tactics, but to call that fun is to come up with a radical new definition of the word that actually means 'the bottomless stink of mediocrity'.

Still tempted? We suggest cutting off your own real arm and replacing it with a gun. Or buying an inflatable woman or something.



MAN AT ARMS: He's a man, right? And he's particularly *mega*... hence the name!

GRANNY TRICKERS!

- Megaman has starred in loads of games and is, at least, 'famous'!
- It's the first Megaman RPG on PS2! And, we pray, the last!
- Megaman is popular in Japan and kids *love* Japan, as we've already established!
- Anime and Manga are very cool at the moment. Aren't they?
- It's, um... cel-shaded? <Dies>

SCORE **41**

WRC4. TOUGH.

16 online opponents might keep your hands full, but none of them will challenge you more than Mother Nature. It's just as well you can call on all the official 2004 drivers and cars, and that includes the Super 1600 and Group N4 classes. **www.wrc4-thegame.com**

FUN, ANYONE?
PlayStation.2

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"THE SPIDERING MAN ENCASES THE CITY OF NEW YORK IN A GLOB OF WEB"

SPIDER-MAN 2

The webbed wonder is back and still doing whatever a spider can...

Peter Parker's back – and he's in trouble again. When we last saw our nerdy hero, he had decided to accept his dual life as book-carrying college student and world-saving superhero. The sequel to the $800 million box office beast finds him struggling to juggle those worlds – he can't hold a job and he keeps letting his friends (particularly the sexy Mary Jane) down. So what's a lad to do? He considers ditching the spider suit for good, but then Dr Otto Octavius is sent loopy by an accident in his lab (aren't they all?). With robotic tentacles fused to his spine, this multi-limbed villain wants to destroy Spider-Man for no real reason other than he's the good guy and he's the bad guy. Time to dig out the costume once more...

Adhering closely to the "if it ain't broke, don't fix it" maxim, Sam Raimi's follow-up keeps everything that worked about the first Spider-outing, while ditching the dodgy: specifically The Green Goblin. With Alfred Molina on nemesis duties this time round, we're treated to a layered, human bad guy that we can understand and who never gets lost in his costume.

"THIS TIME THERE'S EVEN MORE VISUAL FLAIR AS WE DIP AND SWING THROUGH THE CITY"

FUNKY COLD MOLINA

And it's not just Molina; this is a sequel that easily matches up to the original. Raimi lets his wild, Evil Dead-directing self out of the closet, meaning that this time there's even more visual flair as we dip and swing around the city. Several of the set pieces will leave jaws dropping towards the floor (think train ride) and there's still room for a decent – if occasionally soppy – storyline. But that's a minor complaint in a movie that has a solid shot at coming out top of the year. One word of warning about the DVD: it's loaded for sure, but whispers have it that an even heftier disc will poke its head out next year. The wise among you will hold back until then, but if you're hungry for more Spider-Man action, this is a fairly complete package.

STARRING
- Tobey Maguire
- Kirsten Dunst
- Alfred Molina
- James Franco
- Rosemary Harris
- JK Simmons
- Ted Raimi
- Dylan Baker

DIRECTOR
- Sam Raimi

CERTIFICATE
- 12

PRICE
- £24.99

RELEASE
- 26th November

PSM2 VERDICT

MOVIE	GOOD+BAD	DVD
+ Ace Spider-effects. Great fights. – One or two duller moments.	+ Good character development. – There's the odd cornball line of dialogue.	+ Trivia track with insightful facts. – Cruddy cod-rock music videos blow.

EXTRAS

There's a commentary track from the cast and crew, that trivia track, "web"-isodes that look at effects and actors, a huge Making Of doc, blooper reel, stunts and characters docs.

IT'S BETTER THAN...
SPIDER-MAN

IT'S WORSE THAN...
X-MEN 2

The webslinger's back in action and it's miles better than the first one. Alfred Molina creates a believable, human nemesis and it looks better than ever.

89

"THE SPECCY WIZARD SHOOTS HIS MAGICAL LOAD AGAIN"

HARRY POTTER
AND THE PRISONER OF AZKABAN

Hormones and horrors haunt Harry in year three...

STARRING
- Daniel Radcliffe
- Emma Watson
- Rupert Grint
- Gary Oldman
- Alan Rickman
- Timothy Spall
- David Thewlis
- Robbie Coltrane

DIRECTOR
- Alfonso Cuaron

CERTIFICATE
- PG

PRICE
- £24.99

RELEASE
- 19 November

Despite the central cast of youngsters appearing to be carved out of solid oak, there's still plenty to enjoy in Harry's adventures. Especially this time under the direction of new crazy Mexican helmer Alfonso Cuaron.

As his hormones start to kick in, Harry's gone all bolshie, storming out of his relatives' home bitter and annoyed that no one seems to "get" him any more. But he has bigger worries than that: Sirius Black, the man sent to Azkaban prison for murdering Harry's parents, has escaped... Elsewhere, it's the usual parade of magical monsters and lethargic lessons – the old school of British thesps showing their younger counterparts how it's done.

Don't expect to be converted to the series if you're not already a fan of the books, duvets, lamps, etc. While Cuaron's effort is better than the first two movies, you're thrown in without the benefit of the exposition that loaded them down. And though that's all good, since this is aimed primarily at kiddie-tainment, don't expect much in the way of action.

SPELLING LESSONS

Still, there are some superb effects. lurking around Hogwarts' grounds and one or two sequences will thrill even the hardest of hearts. If only they could find some way to replace the lead trio with CG characters that know how to act. Then we'd really be on to something. Absolute magic? More like absolute quite good...

PSM2 VERDICT

MOVIE	GOOD+BAD	DVD
+ Sleeker story. Quality Brit thesping. – Confusing time-travel finale stuff.	+ Alan Rickman. – It's full of thespians trying to out-cheese each other. Horrible.	+ Good behind-the-scenes material. – Interviews are a waste of space.

EXTRAS

Most of the disc is aimed at kids, with games and exploration. But it does illustrate the filmmakers finally opening up and showing us how they make the movie.

IT'S BETTER THAN...
PHILOSOPHER'S STONE

IT'S WORSE THAN...
EDWARD SCISSORHANDS

Don't go Potty – this is average at best. And the disc contains footage of Johnny Vaughn embarrassing himself with a prop shrunken head. Avoid at all costs.

75

ELF

STARRING
- Will Ferrell
- James Caan

DIRECTOR
- Jon Favreau

CERTIFICATE
- PG

PRICE
- £19.99

RELEASE
- 8th November

After years of being confined to crap supporting roles and dodgy comedies, former Saturday Night Live star Will Ferrell finally gets the chance to snatch a lead and prove he can be funny. And he does – this Chrimbo-com is hilarious from the start, with Ferrell and director Favreau proving you can make 'feel-good' without the 'feel-sick'.

Elf follows the misadventures of Buddy, a (comparatively gigantic) human living among the elves who finally realises his heritage and sets out to find his real dad. Pop is a grouchy book publisher played by James Caan, who is stuck firmly on the naughty list. Earning its heart-breaking finale with a madcap central performance and some great gags, Elf deserves to become a Snowman-style seasonal classic.

90

SHREK 2

STARRING
- Mike Myers
- Cameron Diaz
- Directors

DIRECTORS
- Andrew Adamson
- Kelly Asbury

CERTIFICATE
- U

PRICE
- £22.99

RELEASE
- 2nd November

Having scored a – wait for it – monster hit with Shrek's first outing, the producers have seen the green and brought the smelly ogre back. We're re-introduced to Shrek, wife-beast Fiona and pet/irritant Donkey as the ogres return from honeymoon to discover an invitation to meet Fiona's folks. Slight problem? They still think she's human and are none to pleased to meet their hulking son-in-law. Voice cast Mike Myers, Cameron Diaz and Eddie Murphy return, bringing along all the best characters we chuckled at the first time. And, full of the same humour, pop culture riffs and frankly barking moments that enlivened the original tale, Shrek 2 is a worthwhile sequel, with every scene stolen by Antonio Banderas' sword wielding Puss-In-Boots.

87

Films from another space and time

ANIMANIA

SLAYERS EXCELLENT

Another three episodes of innate madness from Lina and Naga, a pair of travelling mentalists who like chucking fire at people. After Naga destroys a tavern, the pair have to venture into a labyrinth to rescue lost villagers. Finally a pair of fashion designers drag the pair into their feud when one of them decides to make Naga's look the latest fashion craze. Mental.

78

FIST OF THE NORTH STAR

Classic '80s Manga and the best anime ever made. Kenshiro is a master of an ancient art known as Hokuto Shinken and travels a post-apocalyptic wilderness rescuing the weak from armies of evil marauders. By touching hidden pressure points he can literally make men explode from the inside. It's violent, and it has the best gruff-voiced narrator ever.

93

MAGICAL SHOPPING ARCADE ABENOBASHI

Sasshi Imamiya's life is falling apart around him and he faces being parted with his best friend. However it turns out that their neighbourhood shopping district is actually a nexus between alternate realities and all manner of madness occurs! Typically, it's mad and full of 'unique' Japanese humour.

75

ALSO RELEASED

THUNDERBIRDS

■ Released 15th November ■ Cert PG ■ Price £19.99

A modern-day attempt to update the franchise ditches the quality along with the puppets, and ends up as a turgid, boring mess for idiot children. Stand by for shite!

25

THE OFFICE COMPLETE BOX SET

■ Released 22th November ■ Cert 15 ■ Price £39.99

Proving that British comedy can still rule the world, the show that unleashed David Brent on the world gets the complete box set treatment. Includes Xmas specials.

85

SEINFELD SEASONS 1, 2 & 3

■ Released 1st November ■ Cert 15 ■ Price £59.99

Widely acclaimed as the best US TV comedy ever, Seinfeld still has the power to make you laugh even when you don't get all the bizarre references.

91

RED DWARF COMPLETE SERIES 5

■ Released 8 November ■ Cert 12 ■ Price £24.99

The Dwarf hits its Fifth season, recognised by most as the One Before It Turned Crap. Heavy on the sci-fi, but never skimping on the comedy. Smeggin' good.

79

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PSM2 Presents...

THE TRUTH

Every game PSM2 has ever reviewed in one fact-packed feature. It's the ultimate source of PS2 knowledge...

TOP FIVE

DRIVING

1. BURNOUT 3: TAKEDOWN
2. GRAN TURISMO 3
3. COLIN MCRAE RALLY 3
4. TOCA RACE DRIVER 2
5. WORLD RALLY CHAMPIONSHIP 3

EXTREME SPORTS

1. TONY HAWK'S PRO SKATER 3
2. SSX TRICKY
3. SSX3
4. TONY HAWK'S UNDERGROUND
5. DOWNHILL DOMINATION

BEAT-EM-UPS

1. SOUL CALIBUR 2
2. TEKKEN 4
3. HYPER STREET FFIGHTER 2
4. FIGHT NIGHT 2004
5. MORTAL KOMBAT: DECEPTION

GAME NAME	PUBLISHER	ISSUE	SCORE	AWARD
13 (XIII)	Ubisoft	42	87%	
2002 FIFA WORLD CUP	EA	22	71%	
7 BLADES	Konami	11	72%	
ACE COMBAT 4: SHATTERED SKIES	Namco	17	80%	
ACTIVISION ANTHOLOGY	Activision	36	40%	
AGE OF EMPIRES 2	Konami	15	76%	
AGGRESSIVE INLINE	Acclaim	24	83%	
AIRBLADE	Sony	16	77%	
ALIAS	Acclaim	47	79%	
ALEX FERGUSON'S PLAYER MANAGER	3DO	15	65%	
ALL-STAR BASEBALL 2004	Acclaim	35	67%	
ALONE IN THE DARK: THE NEW NIGHTMARE	Atari	15	66%	
ALTER ECHO	THQ	41	66%	
AMPLITUDE	Sony	40	87%	
APE ESCAPE 2	SCEI	30	80%	
AQUA AQUA	SCI	04	71%	
ARCTIC THUNDER	Midway	16	58%	
ARC: TWILIGHT OF SPIRITS	Sony	46	68%	
ARMORED CORE 2: ANOTHER AGE	Metro	24	56%	
ARMY MEN AIR ATTACK: BLADE'S REVENGE	3DO	11	47%	
ARMY MEN RTS	3DO	24	56%	
ARMY MEN: SARGE'S HEROES 2	3DO	09	40%	
ATHENS 2004	Sony	51	51%	
A-TRAIN 6	Midas	49	60%	
ATV OFFROAD FURY 2	THQ	40	73%	
ATV QUAD POWER RACING 2	Acclaim	33	68%	
ASTERIX AND OBELIX XXL	Atari	46	60%	
AUTO MODELLISTA	Capcom	28	80%	
BAD BOYS 2	Empire	48	51%	
BACKYARD WRESTLING	EIDOS	42	45%	
BALDUR'S GATE: DARK ALLIANCE	Virgin Interactive	17	70%	
BALDUR'S GATE: DARK ALLIANCE 2	VU Games	4	82%	
BARBARIAN	VU Games	44	66%	
BASS STRIKE	THQ	18	64%	
BATMAN VENGEANCE	Ubisoft	17	48%	
BATMAN VS. THE ARMY OF TSU	Ubisoft	44	43%	
BATTLE ENGINE AQUILA	Atari	31	78%	
BATTLESTAR GALACTICA	Vivendi	44	59%	
BEN HUR: BLOOD OF BRAVES	Microids	34	42%	
BEYOND GOOD AND EVIL	Ubisoft	42	82%	
BIG MUTHA TRUCKERS	Empire	31	79%	
BIONICLE	EA	41	38%	
BLADE 2	Activision	28	51%	
BLOOD OMEN 2	Eidos	22	79%	
BLOODRAYNE	Vivendi	36	67%	
BLOODY ROAR 3	Virgin	11	79%	
BMX XXX	Acclaim	30	58%	
BOMBERMAN KART	Konami	41	51%	
BOUNCER, THE	SCEE	11	66%	
BOXING CHAMPIONS	Midas	41	40%	
BREATH OF FIRE: DRAGON QUARTER	Capcom	41	70%	
BRITNEY'S DANCE BEAT	THQ	24	58%	
BUFFY THE VAMPIRE SLAYER: CHAOS BLEEDS	Vivendi	41	74%	
BUJINGAI	Taito	47	62%	
BURNOUT	Acclaim	15	88%	
BURNOUT 2: POINT OF IMPACT	**Acclaim**	**28**	**91%**	
Beautiful, emotional racing that you have to play to fully appreciate.				
BURNOUT 3: TAKEDOWN	**EA**	**54**	**93%**	
Smooth, colourful, varied, hilarious, fast and online too. You'd be a fool not to buy it.				
CABELA'S DANGEROUS HUNTS	Activision	53	57%	
CAPCOM VS SNK 2: MARK OF THE MILLENNIUM 2001	Capcom	17	83%	
CART FURY	Midway	12	65%	
CASPER: SPIRIT DIMENSIONS	TDK Mediactive	22	48%	
CASTLEWEEN	Wanadoo	30	45%	
CATWOMAN	EA	52	30%	
CEL DAMAGE OVERDRIVE	Play It	36	50%	
CENTRE COURT: HARD HITTER 2	Midas	33	62%	
CHAMPIONS OF NORRATH: REALMS OF EVERQUEST	Ubisoft	47	82%	
CHAOS LEGION	Capcom	39	86%	
CHOPLIFTER: CRISIS SHIELD	Xicat Interactive	35	48%	
CIRCUS MAXIMUS: CHARIOT WARS	THQ	25	55%	
CITY CRISIS	Take 2	16	62%	
CLOCK TOWER 3	Capcom	37	59%	
CLUB FOOTBALL	Codemasters	42	61%	
CLUB FOOTBALL 2	Codemasters	55	67%	
COLIN MCRAE RALLY 04	**Codemasters**	**40**	**92%**	
A defining moment for rally games. If you like rallying, you've got to get this.				
COLIN MCRAE RALLY 2005	Codemasters	54	88%	

GAME NAME	PUBLISHER	ISSUE	SCORE	AWARD
COMBAT ELITE: WW2 PARATROOPERS	Acclaim	52	77%	
COMMANDOS 2: MEN OF COURAGE	Eidos	24	79%	
CONFLICT: DESERT STORM	SCi	27	78%	
CONFLICT DESERT STORM 2	SCi	39	88%	
CONFLICT: VIETNAM	SCi	54	76%	
CONFLICT ZONE	Ubisoft	22	79%	
CONTRA: SHATTERED SOLDIER	Konami Europe	32	52%	
CRASH BANDICOOT: THE WRATH OF CORTEX	Vivendi	17	66%	
CRASH TWINSANITY	Vivendi	55	49%	
CRAZY TAXI	Acclaim	10	80%	
CRICKET 2002	EA	18	41%	
CRIMSON SEA 2	Koei	53	70%	
CRIMSON TEARS	Capcom	51	74%	
CRISIS ZONE	Namco	53	59%	
CROUCHING TIGER, HIDDEN DRAGON	Ubisoft	44	35%	
CY GIRLS	Konami	50	74%	
DAKAR 2	Acclaim	34	50%	
DANCE UK	Big Ben	42	67%	
DANCING STAGE MEGAMIX	Konami Europe	36	85%	
DARK ANGEL	Vivendi	34	45%	
DARK CHRONICLE	**SCEE**	**37**	**90%**	
Debatably better than *Final Fantasy X*, but edged out in pomp and presence.				
DARK CLOUD	Sony	11	81%	
DARK SUMMIT	THQ	21	56%	
DAVE MIRRA FREESTYLE BMX 2	Acclaim	14	76%	
DEAD OR ALIVE 2	SCEE	05	83%	
DEAD TO RIGHTS	EA	38	70%	
DEFENDER	Midway	31	76%	
DEF JAM: FIGHT FOR NY	EA	54	86%	
DEF JAM VENDETTA	EA	36	75%	
DETONATOR	Midas	47	69%	
DESTRUCTION DERBY ARENAS	Sony	45	42%	
DEUS EX: THE CONSPIRACY	Eidos	22	88%	
DEVIL MAY CRY	**Capcom**	**15**	**90%**	
Blindingly gorgeous and cracking to play. A brilliant advert for PS2.				
DEVIL MAY CRY 2	Capcom	33	72%	
DIE HARD VENDETTA	Vivendi	38	54%	
DINO STALKER	Capcom	26	58%	
DISGAEA: HOUR OF DARKNESS	Koei	49	86%	
DISNEY'S EXTREME SKATE ADVENTURE	Disney	40	78%	
DISNEY'S STITCH: EXPERIMENT 626	Disney	27	64%	
DJ: DECKS & FX	Sony	53	74%	
DONALD DUCK PK	Ubisoft	30	64%	
DOWNFORCE	Titus	23	64%	
DOT HACK INFECTION: PART ONE	Atari	47	58%	
DOWNHILL DOMINATION	Codemasters	46	80%	
DRAGON BALL Z: BUDOKAI	Atari	30	60%	
DRAKENGARD	Take 2	50	75%	
DRAGON RAGE	3DO	23	43%	
DRAKAN: THE ANCIENTS' GATES	Sony	20	75%	
DRIV3R	**Atari**	**50**	**90%**	
Superb in Free Ride, less so in Story Mode, but balls-out street-driving fun.				
DRIVEN	Bam!	17	46%	
DRIVEN TO DESTRUCTION	Atari	55	65%	
DRIVING EMOTION TYPE-S	Squaresoft	01	57%	
DR MUTO	Midway	33	59%	
DROME RACERS	EA	31	50%	
DROPSHIP	Sony	18	75%	
DYNASTY TACTICS 2	Koei	44	69%	
DYNASTY WARRIORS 3: XTREME LEGENDS	Koei	34	69%	
DYNASTY WARRIORS 4	Koei	37	80%	
DYNASTY WARRIORS 4: EMPIRES	Koei	53	70%	
DYNASTY WARRIORS 4: XTREME LEGENDS	Koei	46	70%	
ECCO THE DOLPHIN: DEFENDER OF THE FUTURE	Sony	18	52%	
EGGO MANIA	Kemco	27	40%	
EJAY CLUBWORLD	Empire	26	84%	
ENDGAME	Empire	25	49%	
ENGLAND INTERNATIONAL FOOTBALL	Codemasters	49	62%	
ENTER THE MATRIX	Atari	37	81%	
EOE: EVE OF EXTINCTION	Eidos	22	71%	
EPHEMERAL FANTASIA	Konami	12	80%	
ESCAPE FROM MONKEY ISLAND	Activision	12	82%	
ESPN NBA 2NIGHT 2002	Konami	24	72%	
ESPN NHL HOCKEY	Sega	44	78%	
ESPN INTERNATIONAL TRACK & FIELD	Konami	04	63%	
ESPN INTERNATIONAL WINTER SPORTS	Konami	20	55%	
ESPN NATIONAL HOCKEY NIGHT	Konami	09	68%	
ESPN X GAMES SKATEBOARDING	Konami	15	62%	

BRONZE AWARD: A very enjoyable and solid game scoring 70-79% | SILVER AWARD: A top-notch PS2 title that scored between 80-89% | GOLD AWARD: A game scoring 90% or more. An absolute classic.

GAME NAME	PUBLISHER	ISSUE	SCORE	AWARD
ESPN WINTER X GAMES SNOWBOARDING	Konami	04	70%	
ESPN WINTER X GAMES SNOWBOARDING 2	Konami	20	69%	
EVERBLUE 2	Capcom Eurosoft	34	56%	
EVERQUEST ONLINE ADVENTURES	SCEE	41	70%	
EVIL DEAD: A FISTFUL OF BOOMSTICK	THQ	37	68%	
EVOLUTION SKATEBOARDING	Konami	33	54%	
EVOLUTION SNOWBOARDING	Konami	33	43%	
EXTERMINATION	Sony	09	78%	
EXTREME-G 3	Acclaim	13	60%	
EYE TOY: PLAY	SCEE	38	82%	
F1 2002	EA	24	84%	
F1 CAREER CHALLENGE	EA	37	58%	
F1 RACING CHAMPIONSHIP	Ubisoft	07	66%	
FALLOUT: BROTHERHOOD OF STEEL	Interplay	48	46%	
FAME ACADEMY	Ubisoft	44	38%	
FANTAVISION	SCEE	01	85%	
FELLOWSHIP OF THE RING, THE	Vivendi	30	70%	
FERRARI F355 CHALLENGE	SCEE	27	67%	
FIFA 2005	EA	54	79%	
FIGHT NIGHT 2004	EA	48	88%	
FINAL FANTASY X	**SCEE**	**23**	**91%**	
The most life-swallowing RPG of them all – even with the random battles.				
FINAL FANTASY 10-2	Square Enix	44	83%	
FINAL FANTASY XI (IMPORT)	Square Enix	49	85%	
FINDING NEMO	THQ	41	71%	
FIREBLADE	Midway	24	68%	
FIREFIGHTER FD18	Konami	49	76%	
FLIPNIC	Ubisoft	45	76%	
FORBIDDEN SIREN	Sony	44	80%	
FORGOTTEN REALMS: DEMON STONE	Atari	54	74%	
FORMULA ONE 2004	SCEE	52	65%	
FREAK OUT	Swing! AG Media	13	79%	
FREAKY FLYERS	Midway	42	77%	
FREEDOM FIGHTERS	**EA**	**40**	**92%**	
An utterly compelling squad-based shooter that's intelligent and addictive.				
FREEKSTYLE	EA	25	59%	
FREESTYLE METAL X	EA	40	74%	
FREQUENCY	SCEE	23	64%	
FUR FIGHTERS	Acclaim	10	86%	
FUTURAMA	SCi	37	75%	
G1 JOCKEY 3	Koei UK	34	43%	
GALERIANS: ASH	Big Ben	34	50%	
GALLOP RACER	Zoo Digital	41	39%	
GAMETRAK: DARK WIND	In2Games	54	55%	
GETAWAY, THE	SCEE	31	78%	
GHOST RECON	Ubisoft	30	65%	
GHOST RECON: JUNGLE STORM	Ubisoft	47	75%	
GIANTS: CITIZEN KABUTO	Interplay	17	80%	
GIFT	Acclaim	12	51%	
GITAROO MAN	THQ	22	79%	
GLADIUS	Activision	42	52%	
GOBLIN COMMANDER: UNLEASH THE HORDE	Jaleco	47	65%	
GRADIUS V	Konami	51	83%	
GRANDIA 2	Ubisoft	23	45%	
GRAND PRIX CHALLENGE	Atari	31	85%	
GRAND THEFT AUTO 3	**Take 2**	**16**	**92%**	
Its scope and and tiny touches are some of the most impressive on PS2.				
GRAND THEFT AUTO: VICE CITY	**Rockstar**	**29**	**97%**	
The music, the styling, the freedom... nothing beats it. A great leap for games.				
GRAND TOUR RACING GT-R 400	Midas	51	53%	
GRAN TURISMO 3	**SCEE**	**13**	**93%**	
The most complete racing game yet and one you can truly sink your teeth into.				
GRAN TURISMO 4: PROLOGUE	Sony	50	79%	
GRAN TURISMO CONCEPT 2002 TOKYO-GENEVA	SCEE	25	79%	
GRAVITY GAMES BIKE: STREET, VERT, DIRT	Midway	28	48%	
GREAT ESCAPE, THE	SCi	39	73%	
GREGORY HORROR SHOW	Capcom	42	70%	
GROOVE RIDER	Play It	45	52%	
G-SURFERS	Midas	16	49%	
GTC: AFRICA	Rage	16	74%	
GUILTY GEAR X2	Big Ben	35	84%	
GUMBALL 3000	SCi	29	73%	
GUNDAM: FEDERATION VS ZEON	Atari	29	39%	
GUNFIGHTER 2: REVENGE OF JESSE JAMES	Ubisoft	35	40%	
GUNGRAVE	Activision	30	68%	
GUN GRIFFON BLAZE	Virgin	07	70%	
HALF-LIFE	**VIVENDI**	**16**	**90%**	
A port of one of the best PC games ever made. This is a must-buy for all FPS fans.				
HARDWARE ONLINE ARENA	SCEE	41	68%	
HARRY POTTER AND THE CHAMBER OF SECRETS	EA	31	65%	
HARRY POTTER AND THE PRISONER OF AZKABAN	EA	51	76%	
HARRY POTTER: THE PHILOSOPHER'S STONE	EA	44	55%	
HAUNTED MANSION, THE	TDK Mediactive	46	70%	
HAVEN: CALL OF THE KING	Midway	29	81%	
HEADHUNTER	Sega	19	81%	
HEADHUNTER: REDEMPTION	Sega	53	53%	
HERDY GERDY	Eidos	21	69%	
HIGH HEAT MAJOR LEAGUE BASEBALL	3DO	24	71%	

GAME NAME	PUBLISHER	ISSUE	SCORE	AWARD
HITMAN 2: SILENT ASSASSIN	Eidos	28	89%	
HITMAN: CONTRACTS	**EIDOS**	**49**	**90%**	
A game that promotes experimentation and plays brilliantly. A twisted funhouse.				
HOTWHEELS VELOCITY X MAXIMUM JUSTICE	THQ	31	51%	
HULK, THE	Vivendi	38	70%	
HUNTER WAYWARD: THE RECKONING	Vivendi	41	30%	
HYPER STREET FIGHTER II: 15TH ANNIVERSARY EDT.	Capcom	46	89%	
ICO	SCEA	17	85%	
INDIANA JONES AND THE EMPEROR'S TOMB	Activision	39	80%	
INDYCAR SERIES 2005	Codemasters	53	63%	
I-NINJA	SCEE	45	85%	
INTERNATIONAL CUE CLUB	Midas	24	56%	
ISLAND EXTREME STUNTS	SCEE	33	65%	
ISLE OF MAN TT SUPERBIKES	Jester	53	59%	
ISS3	Konami	34	78%	
ITALIAN JOB: LA HEIST, THE	Eidos	40	51%	
JADE COCOON 2	Ubisoft	22	70%	
JAK & DAXTER	Sony	18	85%	
JAK 2: RENEGADE	**SCEE**	**40**	**93%**	
Vast, well-built and bursting with distractions. How can others compete?				
JAMES BOND 007: EVERYTHING OR NOTHING	EA	46	77%	
JAMES BOND 007 IN AGENT UNDER FIRE	EA	17	88%	
JAMES BOND 007 IN... NIGHTFIRE	EA	30	78%	
JET SKI RIDERS	Eidos	18	38%	
JONNY MOSELEY MAD TRIX	3DO	20	38%	
JUDGE DREDD: DREDD VS DEATH	Vivendi	40	83%	
JUICED	Acclaim	53	59%	
JUNGLE BOOK GROOVE PARTY	Ubisoft	10	50%	
JURASSIC PARK: OPERATION GENESIS	Vivendi	34	61%	
KATAMARI DAMASHII	Namco	49	83%	
KARAOKE STAGE	Konami	49	85%	
KENGO	Ubisoft	09	60%	
KELLY SLATER'S PRO SURFER	Activision	28	75%	
KESSEN 2	KOEI	20	66%	
KILL.SWITCH	Sony	44	78%	
KILLZONE	Sony	55	88%	
KING OF FIGHTERS 2000 / 2001	Ignition	55	73%	
KING OF ROUTE 66	Sega	41	44%	
KINGDOM HEARTS	SCEE	29	88%	
KING'S FIELD: THE ANCIENT CITY	Metro3D Inc	24	54%	
KLONOA 2	Namco	10	73%	
KNOCKOUT KINGS 2001	EA	07	79%	
KNOCKOUT KINGS 2002	EA	21	83%	
KURI KURI MIX	Empire	10	78%	
KYA: DARK LINEAGE	Atari	45	73%	
LA PUCELLE TACTICS	Mastiff	52	80%	
LEGAIA 2: DUEL SAGA	Eidos	28	59%	
LEGENDS OF WRESTLING 2	Acclaim	33	68%	
LEGION: LEGEND OF EXCALIBUR	Midway	27	70%	
LEGO RACERS 2	Lego Software	18	42%	
LEISURE SUIT LARRY: MAGNA CUM LAUDE	Vivendi	54	80%	
LE MANS 24 HOURS	Atari	12	73%	
LETHAL SKIES	THQ	27	63%	
LETHAL SKIES 2	Big Ben	48	68%	
LE TOUR DE FRANCE	Konami	23	75%	
LE TOUR DE FRANCE: CENTENARY EDITION	Konami	38	71%	
LMA MANAGER 2005	Codemasters	55	80%	
LONDON RACER: WORLD CHALLENGE	Davilex	40	59%	
LOONY TUNES SPACE RACE	Atari	19	65%	
LORD OF THE RINGS: THE THIRD AGE	EA	55	53%	
LORD OF THE RINGS: THE TWO TOWERS	EA	29	76%	
LOTUS CHALLENGE	Virgin	16	60%	
MACE GRIFFIN: BOUNTY HUNTER	Vivendi	38	79%	
MADDEN NFL 2005	EA	54	82%	
MAD MAESTROS	Eidos	22	70%	
MAFIA	Take Two	46	71%	
MALICE	Evolved Games	51	60%	
MARK OF KRI, THE	SCEA	33	74%	
MARVEL VS CAPCOM 2	Capcom	29	84%	
MASHED	Empire Int.	51	79%	
MASTER RALLYE	Microids	24	55%	
MAXIMO	Konami	20	84%	
MAXIMO VS THE ARMY OF ZIN	Konami	42	81%	
MAX PAYNE	Take 2	19	82%	
MAX PAYNE 2: THE FALL OF MAX PAYNE	Rockstar	45	65%	
MDK2 ARMAGEDDON	Interplay	09	76%	
MEDAL OF HONOR: FRONTLINE	EA	23	89%	
MEN IN BLACK 2: ALIEN ESCAPE	Atari	26	42%	
METAL ARMS: GLITCH IN THE SYSTEM	Vivendi	41	87%	
METAL GEAR SOLID 2	**KONAMI**	**17**	**96%**	
Near perfectly balanced and worth every bit of the hype. An all-time classic.				
METAL GEAR SOLID 2: SUBSTANCE	Konami	33	78%	
METAL SLUG 3	Playmore	55	79%	
MICRO MACHINES	Atari	30	59%	
MIDNIGHT CLUB 2	Rockstar	37	80%	
MIDWAY ARCADE TREASURES	Midway	45	48%	
MIDWAY ARCADE TREASURES 2	Midway	55	71%	
MIKE TYSON HEAVYWEIGHT BOXING	Codemasters	23	61%	

TOP FIVE

SHOOT-EM-UPS

1. FUR FIGHTERS
2. STAR WARS: STARFIGHTER
3. GRADIUS V
4. STAR WARS: JEDI STARFIGHTER
5. TWISTED METAL: BLACK

FOOTBALL

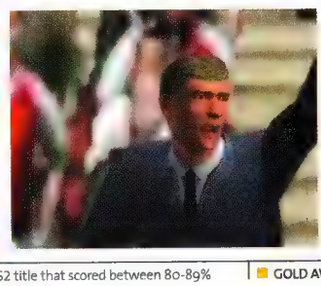
1. PRO EVOLUTION SOCCER 3
2. PRO EVOLUTION SOCCER 4
3. FIFA 2003
4. FIFA 2004
5. RED CARD SOCCER

PLATFORMERS

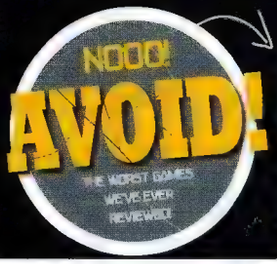
1. JAK 2: RENEGADE
2. RATCHET & CLANK 3
3. RATCHET & CLANK
4. JAK & DAXTER
5. RATCHET & CLANK 2

ALL TIME BEST

1. GRAND THEFT AUTO: VICE CITY
2. PRO EVOLUTION SOCCER 3
3. TIMESPLITTERS 2
4. SSX3
5. TONY HAWK'S PRO SKATER 3



■ **BRONZE AWARD:** A very enjoyable and solid game scoring 70-79% | ■ **SILVER AWARD:** A top-notch PS2 title that scored between 80-89% | ■ **GOLD AWARD:** A game scoring 90% or more. An absolute classic.

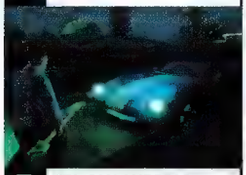


18 WHEELER	36%	CYCLONE CIRCUS: POWER SAIL RACING	49%	FROGGER BEYOND	37%	KIDZ SPORTS: BASKETBALL	29%
AIR RANGER RESCUE HELICOPTER	24%	DAVID BECKHAM SOCCER	29%	GAUNTLET	27%	KNIGHT RIDER	29%
ALPINE RACER 3	31%	DISNEY'S DINOSAUR	30%	CELEBRITY DEATHMATCH	35%	LAKEMASTERS EX	29%
ARMY MEN: GREEN ROGUE	18%	DNA: DARK NATIVE APOSTLE	37%	GODAI	26%	LARGO WINCH: EMPIRE UNDER THREAT	15%
ATLANTIS 3: THE NEW WORLD	9%	DONALD DUCK: QUACK ATTACK	29%	GO GO COPTER	23%	LONDON RACER 2	29%
BUTT UGLY MARTIANS: ZOOM OR DOOM!	24%	DRAGON'S LAIR 3D: SPECIAL ED	27%	GO GO GOLF	29%	MARY-KATE AND ASHLEY:	29%
CATWOMAN	29%	ETERNAL RING	29%	GRADIUS 3 & 4	30%	SWEET 16 LICENSED TO DRIVE	29%
CAT IN THE HAT, THE	27%	EX ZEUS	29%	HIDDEN INVASION	29%	MUSIC MAKER	29%
CHARLIE'S ANGELS	14%	EVIL TWIN: CYPRIEN'S CHRONICLES	36%	HUGO BUKKAZOOM	29%	POLAROID PETE	29%
CRASHED	31%	FIGHTBOX	15%	INTERNATIONAL LEAGUE SOCCER	29%	POWERDROME: RACE OF CHAMPIONS	29%
CURSE: EYE OF ISIS, THE	31%	FLINTSTONES, VIVA ROCK VEGAS	29%	IRON ACES 2	29%	POWERPUFF GIRLS, THE	29%
		FRANK HERBERT'S DUNE	29%	JET ION GP	29%	PRYZM: THE DARK UNICORN	29%

TOP FIVE

NATHAN'S FAVOURITE GAMES OF ALL TIME

1 PRO EVO SOCCER 4
The pinnacle of footie games. Undoubtedly the most rewarding experience on PS2.



2 GTA: SAN ANDREAS
Unparalleled in terms of things to do. This is the ultimate toy box of fun.

3 MANHUNT
A gripping psychological thriller. Slow burning, but you've got to play till the end

4 BURNOUT 3
Fast and furious arcade action makes this one of the best racers ever created.

5 SINGSTAR
Go to the pub, come home, and stick this on. Responsible for many sore throats

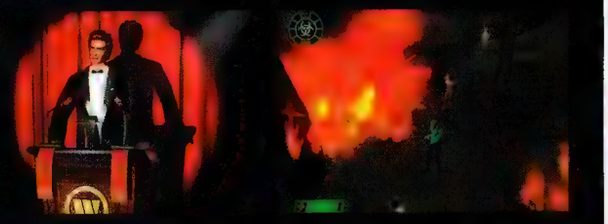
GAME NAME	PUBLISHER	ISSUE	SCORE	AWARD
MINORITY REPORT	Activision	31	60%	
MISSION IMPOSSIBLE: OPERATION SURMA	Atari	44	59%	
MONSTERS, INC	Sony	19	41%	
MORTAL KOMBAT: DEADLY ALLIANCE	Midway	33	85%	
MORTAL KOMBAT: DECEPTION	Midway	54	85%	
MOTO GP3	SCEE	35	74%	
MOTOR MAYHEM	Atari	15	63%	
MR GOLF	Midas Games	34	56%	
MR MOSKEETO	Eidos	22	52%	
MTV MUSIC GENERATOR	Codemasters	50	83%	
MTV MUSIC GENERATOR 2	**Codemasters**	**10**	**90%**	
A musical pandora's box, offering professional results to everyone.				
MTX MOTOTRAX	Activision	49	79%	
MUMMY RETURNS, THE	Vivendi	17	46%	
MUSIC 3000	Jester Interactive	35	81%	
MX 2002	THQ	14	78%	
MX RIDER	Atari	15	62%	
MX SUPERFLY	THQ	27	72%	
MX UNLEASHED	THQ	48	75%	
MYSTIC HEROES	Koei UK	34	67%	
NAVAL OPS: COMMANDER	Koei	52	68%	
NAVAL OPS: WARSHIP GUNNER	Koei	41	63%	
NBA 2K3	Atari	35	70%	
NBA BALLERS	Midway	53	82%	
NBA JAM	Acclaim	42	77%	
NBA LIVE 2004	EA	42	84%	
NBA HOOPZ	Midway	07	70%	
NBA STREET VOL2	EA	35	85%	
NEED FOR SPEED 2	EA	55	87%	
NEXT GENERATION TENNIS 2003	Wanadoo	38	55%	
NFL 2K3	Atari	35	78%	
NFL STREET	EA	46	64%	
NHL HITZ 2003	Midway	28	80%	
NHL HITZ: PRO	Midway	42	80%	
NIGHTSHADE	Sega	46	73%	
NINJA ASSAULT	SCEE	27	71%	
NO ONE LIVES FOREVER	Vivendi	21	71%	
NY RACE	Wanadoo	17	40%	
OBSCURE	Ubisoft	54	80%	
ONI	Take 2	07	62%	
ONIMUSHA 2	Capcom	27	89%	
ONIMUSHA 3	**Capcom**	**50**	**92%**	
Provocative, exquisite gameplay backed up by plush visuals and a rousing score.				
ONIMUSHA: BLADE WARRIORS	Capcom	45	75%	
OPERATION WINBACK	Koei	08	68%	
ORPHEN	Activision	04	56%	
PAC-MAN WORLD 2	SCEE	33	75%	
PARAPPA THE RAPPER 2	Sony	16	75%	
PARIS-DAKAR RALLY	Acclaim	15	60%	
PENNY RACERS	Midas	16	43%	
PERFECT ACE PRO TENNIS	Oxygen Int.	38	38%	
PETER PAN: LEGEND OF NEVERLAND	Sony	20	50%	
PITFALL: THE LOST EXPEDITION	Activision	47	71%	
PIGLET'S BIG GAME	Gotham Games	39	60%	
PIRATES: LEGEND OF BLACK KAT	EA	21	38%	
POLICE 24/7	Konami	19	49%	
POOL MASTER	Take 2	05	45%	
POOL PARADISE	Awesome Studio	48	72%	
PORTAL RUNNER	3DO	16	55%	
PREMIER MANAGER	Zoo Digital	31	80%	
PRIDE FC	THQ	34	75%	
PRIMAL	SCEE	33	79%	
PRISONER OF WAR	Codemasters	24	73%	
PRO EVOLUTION SOCCER 4	**Konami**	**55**	**94%**	
Inredible customisation, subterranean depth and sublime control. As rewarding as it gets.				
PROJECT EDEN	Eidos	14	86%	
PROJECT ZERO 2: CRIMSON BUTTERFLY	Tecmo	45	82%	
PRO RALLY 2002	Ubisoft	22	68%	
PSI-OPS: THE MINDGATE CONSPIRACY	Midway	52	86%	
PTO IV	Koei	48	41%	
PUYO POP FEVER	Sega	46	85%	
QUAKE 3 REVOLUTION	Bullfrog	08	85%	
RAINBOW SIX 3	Ubisoft	47	77%	
RALLY CHAMPIONSHIP	SCi	24	56%	
RALLY FUSION: RACE OF CHAMPIONS	Activision	29	68%	
RATCHET & CLANK	**SCEE**	**29**	**91%**	
A labour of love on every crafted level. Packing a ton of ingenious gadgets.				
RATCHET & CLANK 2	SCEE	42	85%	
RAYMAN	Ubisoft	18	48%	
RAYMAN REVOLUTION	Ubisoft	05	68%	
RAYMAN 3: HOODLUM HAVOC	Ubisoft	34	80%	
RC REVENGE PRO	Acclaim	04	56%	
READY 2 RUMBLE: ROUND 2	Midway	04	82%	
RED CARD	Midway	23	80%	
RED DEAD REVOLVER	Rockstar	49	86%	
RED FACTION	THQ	11	88%	
RED FACTION 2	THQ	29	85%	
REIGN OF FIRE	Bam!	30	71%	

GAME NAME	PUBLISHER	ISSUE	SCORE	AWARD
RESIDENT EVIL CODE: VERONICA X	Capcom	13	80%	
RESIDENT EVIL: DEAD AIM	Capcom	37	68%	
RESIDENT EVIL SURVIVOR 2 CODE: VERONICA	Capcom	20	41%	
RESIDENT EVIL OUTBREAK	Capcom	45	86%	
RETURN TO CASTLE WOLFENSTEIN OP. RESURRECTION	Activision	38	80%	
REZ	Sony	18	66%	
RIBBIT KING	Atari	55	22%	
RICHARD BURNS RALLY	SCi	51	66%	
RIDGE RACER 5	Namco	01	72%	
RIDING SPIRITS	Bam!	27	46%	
RIDING SPIRITS 2	Capcom	50	48%	
RING OF RED	Konami	10	74%	
RISE TO HONOUR	Sony	47	71%	
RISK	Atari	52	64%	
ROBOTECH: BATTLECRY	TDK Mediactive	30	69%	
ROBOT WARLORDS	Midas	08	46%	
ROBOT WARS: ARENAS OF DESTRUCTION	BBC	16	63%	
ROADKILL	Terminal Reality	44	72%	
ROCKY	Rage	29	84%	
ROCKY LEGENDS	Ubisoft	55	66%	
ROGUE OPS	Kemco	45	38%	
ROLLERCOASTER WORLD	Midas	47	50%	
ROMANCE OF THE THREE KINGS VIII	Koei	48	70%	
R: RACER EVOLUTION	NAMCO	45	37%	
RTX RED ROCK	LucasArts	38	55%	
RUGBY 2004	EA	40	81%	
RUMBLE RACING	EA	10	76%	
RUNE: VIKING WARLORD	Take 2	13	56%	
RYGAR: THE LEGENDARY ADVENTURE	Tecmo	33	78%	
SAMURAI	Bam!	25	74%	
SAMURAI JACK: THE SHADOW OF AKU	Sega	51	59%	
SAMURAI WARRIORS	EA	52	80%	
SAVAGE SKIES	Big Ben	34	67%	
SCOOBY-DOO: NIGHT OF 100 FRIGHTS	THQ	25	64%	
SCOOBY DOO: MYSTERY MAYHEM	THQ	49	51%	
SCRABBLE 2003 EDITION	Ubisoft	40	64%	
SECOND SIGHT	**Codemasters**	**53**	**90%**	
Beautiful design and a truly novel take on the stealth genre. A must for anyone.				
SECRET WEAPONS OVER NORMANDY	LucasArts	45	76%	
SEEK & DESTROY	Play It	39	69%	
SEGA BASS FISHING DUEL	Acclaim	33	55%	
SERIOUS SAM: NEXT ENCOUNTER	Take Two	49	74%	
SHADOW HEARTS	Midway	21	60%	
SHADOW MAN: 2ECOND COMING	Acclaim	20	68%	
SHADOW OF MEMORIES	Konami	06	80%	
SHARK TALE	Activision	55	29%	
SHELLSHOCK: NAM '67	Eidos	51	71%	
SHIFTERS	3DO	24	40%	
SHINOBI	EA	35	75%	
SHOX	EA	28	61%	
SHREK 2	Activision	51	78%	
SHREK SUPER PARTY	TDK Mediactive	33	58%	
SHOWDOWN: LEGENDS OF WRESTLING	Acclaim	50	72%	
SILENT HILL 2	Konami	15	88%	
SILENT HILL 3	Konami	36	87%	
SILENT HILL 4: THE ROOM	Konami	52	74%	
SILENT SCOPE 3	Konami	31	54%	
SILPHEED	Working Design	03	51%	
SIMPSONS HIT AND RUN	Vivendi	42	77%	
SIMPSONS ROAD RAGE, THE	EA	16	76%	
SIMS, THE	EA	31	85%	
SIMS: BUSTIN' OUT, THE	EA	44	79%	
SINGSTAR	**SCEE**	**49**	**90%**	
For people who don't like games. And for people who love games.				
SINGSTAR PARTY	Sony	55	85%	
SKY ODYSSEY	SCEE	08	79%	
SLAM TENNIS	Atari	25	77%	
SLED STORM	EA	21	76%	
SLY RACCOON	SCEE	31	80%	
SLY 2: BAND OF THIEVES	SONY	55	81%	
SMASH CARS	Metro 3D	39	54%	
SMASH COURT TENNIS: PRO TOURNAMENT 2	Sony	50	85%	
SMUGGLER'S RUN	Take 2	03	75%	
SMUGGLER'S RUN 2: HOSTILE TERRITORY	Take 2	17	77%	
SOCOM: US NAVY SEALS	SCEA	30	82%	
SOCOM 2: US NAVY SEALS	**SCEE**	**44**	**90%**	
Immersive and dramatic – this game alone is worth hooking up to broadband.				
SOLDIER OF FORTUNE: GOLD EDITION	Codemasters	23	64%	
SONIC HEROES	Sega	46	66%	
SOS: THE FINAL ESCAPE	Agetec	33	81%	
SOUL CALIBUR 2	**Namco**	**40**	**93%**	
The very best fighter money can buy. Comes complete with old man Heihachi.				
SOUL REAVER 2	Eidos	17	78%	
SPAWN ARMAGEDDON	EA	47	69%	
SPEED KINGS	Acclaim	37	55%	
SPHINX AND THE CURSED MUMMY	THQ	46	64%	
SPIDER-MAN: THE MOVIE	Activision	24	70%	
SPIDER-MAN 2	**Activision**	**51**	**92%**	

BRONZE AWARD: A very enjoyable and solid game scoring 70-79% | SILVER AWARD: A top-notch PS2 title that scored between 80-89% | GOLD AWARD: A game scoring 90% or more. An absolute classic

RC SPORTS COPTER CHALLENGE	36%
RUNABOUT 3	22%
SCORPION KING, THE: RISE OF THE AKKADIAN	23%
SEGA SOCCER SLAM	36%
SEVEN SAMURAI 20XX	33%
SHADOW OF ZORRO	15%
SHAUN PALMER'S PRO SNOWBOARDER	15%
SIMPSONS SKATEBOARDING, THE	09%
SKY SURFER	29%
SPACE INVADERS: INVASION DAY	30%
SPEED CHALLENGE: JACQUES	
VILLENEUVE'S RACING VISION	23%

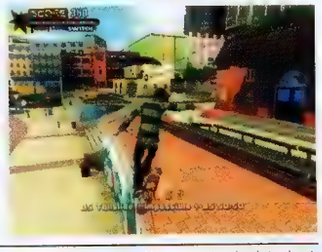
SUNNY GARCIA SURFING	
SUPERCAR STREET CHALLENGE	30%
SURFING H3O	
SVEN-GORAN ERIKSSON'S	
WORLD CUP CHALLENGE	
TETRIS WORLDS	
TERMINATOR 3: ROTM	
TOP ANGLER	
TWIN CALIBER	
WARRIORS OF MIGHT & MAGIC	
WDL WAR JETZ	
WHIRLTOUR	



TOP FIVE

GAME NAME	PUBLISHER	ISSUE	SCORE	AWARD
Best movie license ever. Best superhero game ever. Best GTA clone. Enough said.				
SPLASHDOWN	Atari	16	75%	
SPLASHDOWN 2: RIDERS GONE WILD	THQ	40	75%	
SPLINTER CELL	**Ubisoft**	**34**	**91%**	
The ultimate 'boys with toys' action adventure that's full of surprises.				
SPLINTER CELL: PANDORA TOMORROW	Ubisoft	51	88%	
SPY FICTION	Sammy	54	75%	
SPY HUNTER	Midway	14	79%	
SPY HUNTER 2	Midway	46	67%	
SPYRO: ENTER THE DRAGONFLY	Universal	30	68%	
SSX TRICKY	**EA**	**16**	**95%**	
Edgy, funky, cool – compulsive gameplay with riotous effects equals pure fun.				
SSX3	**EA**	**41**	**94%**	
One of the few games to make you feel good about life. Responsive and thrilling.				
STAR OCEAN 3	Ubisoft	55	85%	
STARSKY & HUTCH	Empire	38	77%	
STAR TREK VOYAGER: ELITE FORCE	Codemasters	23	75%	
STAR WARS: BATTLEFRONT	Activision	54	77%	
STAR WARS: BOUNTY HUNTER	Activision	31	62%	
STAR WARS: JEDI STARFIGHTER	Activision	22	80%	
STAR WARS: STARFIGHTER	Activision	09	85%	
STAR WARS: SUPER BOMBAD RACING	Activision	11	45%	
STAR WARS: THE CLONE WARS	Activision	33	69%	
STATE OF EMERGENCY	Take 2	20	75%	
STREET FIGHTER EX3	Capcom	05	79%	
STREET HOOPS	Activision	28	64%	
STUNT GP	Titus	16	38%	
STUNTMAN	Atari	26	74%	
SUFFERING, THE	Midway	48	86%	
SUIKODEN 3	Konami	39	66%	
SUMMER HEAT BEACH VOLLEYBALL	Acclaim	39	56%	
SUMMONER	THQ	07	70%	
SUMMONER 2	THQ	29	73%	
SUM OF ALL FEARS, THE	Ubisoft	29	57%	
SUPER BUST-A-MOVE	Acclaim	04	78%	
SUPERFARM	Ignition	42	60%	
SUPERMAN: SHADOW OF APOKOLIPS	Atari	29	48%	
SUPER TRUCKS	Jester	22	45%	
SWAT GLOBAL STRIKE TEAM	Vivendi	42	82%	
SWING AWAY GOLF	EA	05	70%	
SX SUPERSTAR	Acclaim	38	53%	
SYPHON FILTER: THE OMEGA STRAIN	SCEA	50	75%	
TAK AND THE POWER OF JUJU	THQ	47	70%	
TAZ: WANTED	Atari	28	70%	
TD OVERDRIVE	Atari	23	64%	
TEENAGE MUTANT NINJA TURTLES	Konami	47	56%	
TEKKEN 4	**SCEE**	**27**	**90%**	
Way more of everything than the stopgap Tournament title. Brilliant.				
TEKKEN TAG TOURNAMENT	SCEE	04	87%	
TENCHU: WRATH OF HEAVEN	Activision	34	70%	
TERMINATOR: DAWN OF FATE	Atari	28	49%	
TERMINATOR 3: REDEMPTION	Atari	55	66%	
TEST DRIVE: OFFROAD WIDE OPEN	Atari	16	44%	
THEME PARK WORLD	EA	05	68%	
THING, THE	Vivendi	27	83%	
THIS IS FOOTBALL 2003	Sony	28	74%	
THIS IS FOOTBALL 2004	Sony	47	75%	
THUNDERHAWK: OPERATION PHOENIX	Eidos	14	70%	
TIGER WOODS PGA TOUR 2004	EA	40	81%	
TIGER WOODS PGA TOUR 2005	EA	544	82%	
TIME CRISIS 2	Sony	16	78%	
TIMESPLITTERS 2	**Eidos**	**28**	**95%**	
Stunning multiplayer action PLUS a massive, varied single-player mode too.				
TOCA RACE DRIVER	Codemasters	26	82%	
TOCA RACE DRIVER 2	**Codemasters**	**54**	**90%**	
Tracks, cars and – vitally – racing are all super.				
TOKYO ROAD RACE	Midas	36	45%	
TOMB RAIDER: THE ANGEL OF DARKNESS	Eidos	38	58%	
TONY HAWKS UNDERGROUND 2	Eidos	55	89%	
TONY HAWK'S PRO SKATER 4	**Activision**	**30**	**94%**	
Despite not having the impact of THPS3, we suggest you get this version first.				
TOP GEAR DARE DEVIL	Planet	04	62%	
TOP GUN: COMBAT ZONE	Virgin	16	67%	
TOTAL IMMERSION RACING	Empire	31	74%	
TRANSFORMERS	Atari	49	84%	
TRANSWORLD SURF	Atari	26	72%	
TREASURE PLANET	Sony	29	75%	
TRIBES: AERIAL ASSAULT	Vivendi	37	74%	
TRUE CRIME	Activision	43	74%	
TUROK EVOLUTION	Acclaim	27	71%	
TWISTED METAL: BLACK	Sony	13	80%	
TY THE TASMANIAN TI GER	EA	29	50%	
TY THE TASMANIAN TIGER 2	EA	55	38%	
UEFA CHALLENGE	Atari	12	56%	
UEFA CHAMPIONS LEAGUE 2001/02	Take Two	18	48%	
UEFA EURO 2004	EA	49	70%	
UFC: SUDDEN IMPACT	Take 2	51	70%	
UFC: THROWDOWN	Ubisoft	27	75%	

GAME NAME	PUBLISHER	ISSUE	SCORE	AWARD
UNLIMITED SAGA	Atari	42	41%	
UNREAL TOURNAMENT	Atari	07	82%	
URBAN FREESTYLE SOCCER	Acclaim	45	72%	
USA RACER	Davilex	36	37%	
VAMPIRE NIGHTS	SCEE	21	59%	
VAN HELSING	VU Games	49	67%	
VEXX	Acclaim	34	73%	
VIB RIPPLE	Sony	52	58%	
VICTORIOUS BOXERS	Empire	14	80%	
VIETCONG: PURPLE HAZE	Gathering	54	71%	
VIEWTIFUL JOE	Capcom	54	88%	
VIRTUA COP: ELITE EDITION	Acclaim	30	44%	
VIRTUA FIGHTER 4 EVOLUTION	Sega	36	87%	
VIRTUAL-ON: MARZ	Sega	39	56%	
VIRTUA TENNIS 2	Acclaim	30	88%	
V-RALLY 3	Atari	24	81%	
WACKY RACES	Atari	11	63%	
WAKEBOARDING UNLEASHED: FT. SHAUN MURRAY	Activision	37	65%	
WALLACE AND GROMIT IN PROJECT ZOO	Bami	41	69%	
WARHAMMER 40,000: FIRE WARRIOR	THQ	40	65%	
WAR OF THE MONSTERS	SCEE	34	69%	
WAY OF THE SAMURAI	Capcom	50	80%	
WDL THUNDER TANKS	3DO	06	69%	
WEAKEST LINK, THE	Activision	16	60%	
WHIPLASH	Eidos	46	72%	
WHITEOUT	Konami	44	45%	
WHO WANTS TO BE A MILLIONAIRE 2	Eidos	17	53%	
WILD ARMS 3	Ubisoft	33	71%	
WILD WILD RACING	Rage	03	71%	
WINNING ELEVEN 7 INTERNATIONAL	Konami	50	89%	
WINNING ELEVEN 8	**Konami**	**53**	**92%**	
A digital depiction of footballing brilliance second to none.				
WIPEOUT FUSION	Sony	19	73%	
WOODY WOODPECKER: ESC. FROM BUZZ BUZZARD'S PK	Cryo	30	49%	
WORLD CHAMPIONSHIP SNOOKER 2004	Codemasters	51	80%	
WORLD CHAMPIONSHIP RUGBY	Acclaim	48	55%	
WORLD WAR ZERO: IRONSTORM	MC2	48	77%	
WORMS 3D	Sega	42	80%	
WORMS BLAST	SCEE	21	57%	
WORMS: FORTS	Atari	55	54%	
WORLD RALLY CHAMPIONSHIP 4	SCEE	55	87%	
WRECKLESS: THE YAKUZA MISSIONS	Activision	30	38%	
WWE CRUSH HOUR	THQ	37	49%	
WWE SMACKDOWN! SHUT YOUR MOUTH	THQ	29	82%	
WWF SMACKDOWN! JUST BRING IT	THQ	16	80%	
XGRA: EXTREME G	Acclaim	40	75%	
X-MEN LEGENDS	Activision	55	69%	
X-MEN: NEXT DIMENSION	Activision	31	67%	
X-MEN: WOLVERINE'S REVENGE	Activision	36	75%	
X SQUAD	EA	06	59%	
YU-GI-OH!: DUELLISTS OF THE ROSES	Konami	41	62%	
ZOE 2: THE 2ND RUNNER	Konami	35	79%	



SOUNDTRACKS

1. TONY HAWK'S PRO SKATER 3
2. GTA: VICE CITY
3. CONFLICT: VIETNAM
4. SSX3
5. MEDAL OF HONOR: FRONTLINE

BEARDS

1. ZANGIEF (STREET FIGHTER)
2. JAK (JAK 2: RENEGADE)
3. RAPHAEL (SOUL CALIBUR 2)
4. JACK (HEADHUNTER)
5. CORTEX (CRASH BANDICOOT)

ROBOTS

1. JEHUTY (ZONE OF THE ENDERS)
2. CLANK (RATCHET & CLANK)
3. COMBOT (TEKKEN)
4. RIDE POD (DARK CHRONICLE)
5. R107 (TIMESPLITTERS 2)

COPPERS

1. HARRY TIPPER (TIMESPLITTERS 2)
2. NICK KANG (TRUE CRIME)
3. OFFICER DICK (THPS3)
4. NICK (VIRTUA COP)
5. JACK SLATER (DEAD TO RIGHTS)

BRONZE AWARD: A very enjoyable and solid game scoring 70-79% | **SILVER AWARD:** A top-notch PS2 title that scored between 80-89% | **GOLD AWARD:** A game scoring 90% or more. An absolute classic.

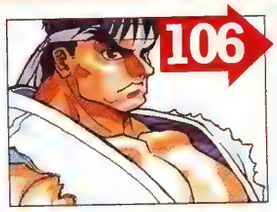
QUICK TIP: MANHUNT FOR GOD MODE FINISH THE GAME ON "FETISH" DIFFICULTY AND THEN PRESS ↓,↓,◎,↑,□,△,□,R2,↑,↑,L1,△ AT THE TITLE SCREEN.

Pro

TRAINING YOU IN THE DARK ARTS OF PS2

100 MORTAL KOMBAT: DECEPTION
Fatalities, special moves and all the insider secrets you could ever want to know about Midway's ultimate bloodbath.

102 TIGER WOODS 2005
How to make the most of the Tiger's latest ball-whacking masterpeice by unlocking everything and maxing out your player stats. Fore!



106 PRO DOJO
Are you great at games? Have you just discovered a glitch in your favourite game? Send us a tape and get yourself in the mag and on DVD. It's now slicker than ever...

Take your finger out of the socket and step away from that toaster – we're here to help.

TIP OF THE MONTH

EVEN ARNIE CAN USE A LITTLE HELP FROM TIME TO TIME. THE BIG SOFTY...

TERMINATOR 3: THE REDEMPTION

OPEN ALL LEVELS
Scroll to the Credits option at the main menu and while the credits movie is playing press and hold ◎ + R2 + △.

INVINCIBILITY
Scroll to the Credits option at the main menu and while the credits movie is playing press and hold ◎ + R2 + L1.

ALL UPGRADES
Scroll to the Credits option at the main menu and while the credits movie is playing press and hold ◎ + △ + L1.

AMERICA'S 10 MOST WANTED

UNLOCK CHEATS
At the title screen, press ◎, ◎, ◎, ◎, ◎, □, □, □, □. A sound will confirm correct code entry. The cheats can be accessed and toggled on/off from the Special Features menu.

LOADS OF BIN LADENS
Pause the game during the Pakistan Border mission and enter ◎, ◎, ◎, □, □, □, R2. When you resume play enemies will look just like Osama Bin Laden.

BURNOUT 3: TAKEDOWN

OVAL RACER SPECIAL
Get every Signature Takedown.

COMPACT PROTOTYPE
All gold medals in Compact series and beat it one-on-one.

COUPE PROTOTYPE
All gold medals in Coupe series and beat it one-on-one.

MUSCLE PROTOTYPE
All gold medals in Muscle series and beat it one-on-one.

SPORTS PROTOTYPE
All gold medals in Sports series and beat it one-on-one.

SUPER PROTOTYPE
All gold medals in Super series and beat it one-on-one.

AVALANCHE!
Perform a Takedown over the edge of Alpine bridges.

BERTH TRAUMA
Perform a Takedown into Riviera marina.

CATCH THE TOUR BUS
Perform a Takedown into the parked tour buses in the Island Paradise.

EURO TRAM RAMGET
Perform a Takedown into a Winter City tram.

GONE FISHIN'
Perform a Takedown over the cliff by the trailer park in Silver Lake.

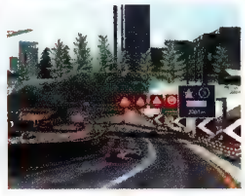
GRAPES OF WRATH
Perform a Takedown into a wine truck.

HIT THE SPLIT
Perform a Takedown into the wall at the tunnel entrance in the Downtown track.

HOME WRECKER
Perform a Takedown into a motor home.

MARKET-STALLED
Perform a Takedown in the Golden City market.

PAID THE PRICE
Perform a Takedown into the Alpine toll booths.



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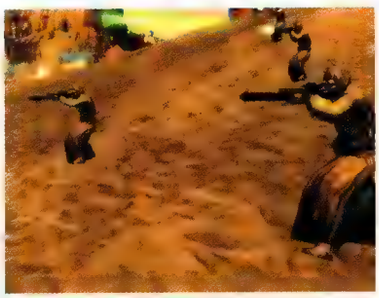


PILLAR DRILLER
Perform a Takedown into the "L" train supports on the Downtown track.

RIVIERA ROUSTABOUT
Perform a Takedown into Riviera's roundabout monument.

RUMBLE IN THE JUNGLE
Perform a Takedown on the Island Paradise offroad route.

SHIP WRECK
Perform a Takedown in the Dockside tanker port.

SNOWED UNDER
Perform a Takedown into a snowplow.

TRAM RAM
Perform a Takedown into a Waterfront tram.

TRUCK TORPEDO
Perform a Takedown into a rig that is carrying speed boats.

TUK-DOWN
Perform a Takedown into a Tuk-Tuk.

TUNNEL OF SHOVE
Perform a Takedown into a tunnel support in Dockside.

ASSASSIN COMPACT CAR
Get 15 Takedowns.

ASSASSIN COUPE CAR
Get 60 Takedowns.

ASSASSIN MUSCLE CAR
Get 30 Takedowns.

ASSASSIN SPORTS CAR
Get 100 Takedowns.

ASSASSIN SUPER CAR
Get 150 Takedowns.

UNLOCK CLASSIC HOTROD
Get a Gold Medal in each Special Event to get a special hotrod postcard.

UNLOCKABLES
How to Unlock:

CLASSIC HOTROD
You must collect all of the Special Event Postcards.

CUSTOM COMPACT CAR
Get 10,000 Burnout Points.

CUSTOM COUPE CAR
Get 50,000 Burnout Points.

CUSTOM COUPE ULTIMATE
Get gold medals on all of the Crash Junctions.

CUSTOM MUSCLE CAR
Get 25,000 Burnout Points.

CUSTOM SPORTS CAR
Get 100,000 Burnout Points.

CUSTOM SUPER CAR
Get 200,000 Burnout Points.

COMPACT DX CAR
Get 4 gold medals.

MUSCLE DX CAR
Get 10 gold medals.

SPORTS DX CAR
Get 25 gold medals.

SUPER DX CAR
Get 32 gold medals.

EURO-CIRCUIT RACER
Collect all 4 Takedown Trophies.

FIRE TRUCK
Get all 10 Crash Headlines.

UNLOCK HEAVYWEIGHTS
Collect Crash Dollars from the Crash Junctions in the World Tour mode.

4WD HEAVY DUTY
Get 10 Million Crash Dollars.

4WD RACER
Get 2 Million Crash Dollars.

B-TEAM VAN
Get 15 Million Crash Dollars.

CITY BUS
Get 70 Million Crash Dollars.

HEAVY PICKUP
Get 1 Million Crash Dollars.

EXPRESS DELIVERY TRUCK
Get 20 Million Crash Dollars.

LONGNOSE CAB
Get 50 Million Crash Dollars.

SUV DELUXE
Get 5 Million Crash Dollars.

TRACTOR CAB
Get 30 Million Crash Dollars.

TRASH TRUCK
Get 90 million Crash Dollars.

WORLD CIRCUIT RACER
Get a gold medal in every racing event.

DOMINATOR COMPACT
Get a gold medal in race event 7.

MODIFIED COMPACT
Get a gold medal in race event 6.

TUNED COMPACT
Get a gold in race event 5.

DEF JAM: FIGHT FOR NY

UNLOCK POINTS
Go to Extras, choose the cheats menu and whack in these passwords:

NEWJACK
100 reward points.

THESOURCE
100 reward points.

CROOKLYN
100 reward points.

DUCKETS
100 reward points.

GETSTUFF
100 reward points.

SONGS

LOYALTY
Afterhours by Nyne.

MILITAIN
Anything Goes by CNN.

BIGBOI
Bust by Outkast.

CHOPPER
Chopshop by Baxter.

CHOCOCITY
Comp by Comp.

AKIRA
Dragon House by Chiang.

PLATINUMB
Get it Now by Bless.

GHOSTSHELL
Koto by Chiang.

GONBETRUBL
Lil' Bro by Ricbyobyche.

KIRKJONES
Man Up by Sticky Fingaz.

RESPECT
Move by Public Enemy.

POWER
Original Gangster by Ice T

ULTRAMAG
Poppa Large by Ultramagnetic MCs.

SIEZE
Sieze the day by Bless.

CARTAGENA
Take a look at my life by Fat Joe.

PUMP
Walk with Me by Joe Budden.

STAR WARS: BATTLEFRONT

UNLOCK ALL PLANETS
To play any scecnario, any mission on any plannet, go to Historical Campaign, followed by the planet selection screen and enter ▣, ◎, ▣, ◎. A sound will confirm that the code has been activated

GRAND THEFT AUTO: SAN ANDREAS

Enter these during gameplay without pausing:

AGGRESSIVE TRAFFIC:
R2 ◎ R1 L2 ← R1 R1 R1 L2

GET 250,000:
R1 R2 L1 ⊗ ← ↓ → ↑ ← ↓ → ↑

CARS ON WATER:
→ R2 ◎ R1 L2 □ R1 R2

CHANGE PEOPLE:
→ → ← ↑ L1 L1 ← ↑ ↓ → →

COMMIT SUICIDE:
→ L1 ↓ L1 ← ← L1 L1 R1 L1

DESTROY CARS:
R1 L1 R1 L1 L1 R2 □ △
◎ △ L2 L1

FASTER CARS:
→ R1 ↑ L2 L2 ← L1 L1 R1 L1

FASTER CLOCK:
R1 L1 L1 ◎ L1
□ □ ◎ L1 △ R1 △

FLYING BOATS:
R2 ◎ ↑ L1 → R1 → ↑ □ △

ARMOR:
R1 L1 L1 ⊗ ← ↓ → ↑ ← ↓ → ↑

FULL HEALTH:
R1 L1 L1 ◎ ← ↓ → ↑ ← ↓ → ↑

LADIES LOVE CJ:
◎ ⊗ R1 L1 R2 ⊗ ⊗ ◎ ◎

LOWER WANTED LEVEL:
R1 L1 ◎ R2 ↑ ↓ ↑ ↓ ↑ ↓

MORE GORE:
□ L1 ◎ ↓ L1 L1 △ → L1 ⊗

OVERCAST:
R2 ⊗ R1 L1 L2 L2 L1 □

PEDESTRIAN ATTACK: (CANNOT BE TURNED OFF)
↓ ↑ ↑ ↑ ⊗ R2 R1 L2 L2

PEDESTRIAN RIOT: (CANNOT BE TURNED OFF)
↓ ← ↑ ← ⊗ R2 R1 L2 L1

PEDESTRIANS HAVE WEAPONS:
R2 R1 ⊗ △ ⊗ △ ↑ ↓

PERFECT HANDLING:
△ L1 L1 ← L1 L1 R1 L1

PINK TRAFFIC:
◎ L1 ↓ L2 ← ⊗ L1 L1 → ◎

RAINY WEATHER:
R2 ⊗ R1 L1 L2 L2 L1 ◎

RAISE WANTED LEVEL:
R1 L1 ◎ R2 → ← → ← → ←

RESPECT UPGRADE:
L1 R1 L1 ⊗ ← → ↓ ↑

SLOWER GAMEPLAY:
△ ↑ → ↓ □ R2 L1

SPAWN A HOTRING RACER #101:
L1 ◎ R2 → L1 L2 ⊗ ⊗ □ L1

SPAWN A RHINO:
◎ ◎ L1 ◎ ◎ ◎
L1 L2 L1 △ ◎ △

SPAWN A STRETCH:
R1 ↑ L2 ← ← L1 L1 ◎ →

SPAWN BLOODRING BANGER:
↓ L1 ◎ R2 L2 ⊗ L1 L1 ← ←

SPAWN CADDY:
◎ L1 ↑ L1 L2 ⊗ L1 L1 ◎ ⊗

SPAWN HOTRING RACER:
R2 L1 ◎ → ↑ ◎ L1

SPAWN RANCHER:
↑ → → L1 → ↑ □ L1

SUNNY WEATHER:
R2 ⊗ L1 L1 L2 L2 L1 ⊗

UNLOCK ROMERO:
↓ R2 ↓ L1 L2 ← L1 L1 ← →

UNLOCK TRASHMASTER:
◎ L1 ◎ L1 ← ← L1 L1 ◎ →

WEAPONS 1:
L1 L2 L1 R2 ← ↓ → ↑ ← ↓ → ↑

WEAPONS 2:
L1 L2 L1 R2 ← ↓ → ↑ ← ↓ ↓ ←

WEAPONS 3:
L1 L2 L1 R2 ← ↓ → ↑ ← ↓ ↓ ↓
L1 L2 L1 R2 ← ↓ → ↑ ← ↓ ↓ ←

WEAPONS 3
L1 L2 L1 R2 ← ↓ → ↑ ←
↓ ↓ ↓

Pro Tips

TRAINING YOU IN THE DARK ARTS OF PS2

ACTION REPLAY CODES

THE BEST NEW CODES FOR YOUR ACTION REPLAY 2

You must enter the M code first for these codes to work.

TONY HAWKS UNDERGROUND 2 (M)

8H1E-2HN9-R1KNF
TR9G-PD1V-31QPD
VQJE-J2GT-CY2GC
HMMK-3YAX-UNRK3
DAA3-QWNU-68M2X
8J24-6EVP-RRZBZ
E1NT-T8FA-7VFPY
1FMA-QGPK-7FZDG
N5HY-64DR-UFRMY
0MZQ-V7PA-ZH7MN
U84T-I65P-XKCRJ
E541-YRB2-BH996
89MB-6KE1-RXHP6
KZZC-BG2V-EHYX7
6FY9-4T0Y-HP56E
03AH-5PBC-9K2T7
KXKA-ERKY-56G8F

ALWAYS SPECIAL:
9WZN-MW02-YDH5C
NK6Z-3MTB-N33DK

L3 FOR SLOW MOTION:
6TQK-RQHY-30PVK
T5BB-KXUY-KX4XW

ALL CLASSIC LEVELS AND CHEATS:
ZB3R-7QJV-MU143
1651-478K-HUUCR
0WME-JA9K-JT6FH

NEVER FAIL GOAL:
WMCG-WUYH-PGBAE
QQQK-WVFT-WUYWC
467T-8E9V-X0N6X

MAXED OLLIE:
62HR-Y2YB-XDGJT
2HCV-K72R-XEG4W

MAXED SPIN:
ENRG-2G5J-XVHW5
DPTX-D42H-75AR2

MAXED SPEED:
K2A1-BH8Z-JHJM3
TN59-A35K-M61K7

MAXED RUN:
MG4J-20ZN-ZC7E9
1648-G46V-IJ3HP

OTHER STATS MAXED OUT:
ZE3C-UD23-FU7VB
4R4K-VWXZ-9R8PZ
BRRK-CPN2-ZYBE6
DFR0-68QA-KFKAY
HT5B-2BFM-G9BEP
N69Y-DQPN-CTCJG
BCB9-UVRF-W7MT5

VERY SMALL PLAYER:
5N98-K5A4-CHUMZ
NDGG-0CNH-DXE5E
52JG-V3ZZ-QP8MA
UDQ4-BYYG-RTPAG

BIG PLAYER:
D7EP-4TYV-NZ17V
VG91-3MJD-ZYH22
WT5Z-667Q-4QBUZ
UBFE-7T0K-W1P54

MONSTER PLAYER:
T3VW-F1AR-0FN1G
NUG6-28K0-6F2UV
JCA9-M1NU-5KHZT
4XHZ-FCGZ-GEEU5

SLOW MOTION:
0VD8-5TCG-7DTM4
TDMR-ZHFP-VCCZT
FBYF-F7FQ-YGF7Y

HYPER MODE:
W0PE-8CZU-82TXG
C6FW-MWED-M5A93
GB8N-UF73-D87WV

MADDEN NFL 2005

MADDEN CHEAT CODE CARDS
To enter the following codes, select Madden Cards from the My Madden menu and choose the Madden Codes option.

3RD DOWN
Enter Z28X8K as a code. For one half your opponent only gets three downs to get a first down.

5TH DOWN
Enter P66C4L as a code. For one half you get five downs to get a first down.

BETTER DEFENCE
Enter J33I8F as a code. Your defensive interceptions will increase by 75% for the game.

UNLIMITED PASS RANGE
Enter B61A8M as a code. For one half you receive unlimited pass range.

EXTRA CREDIT
Enter M89S8G as a code. This awards four points for every interception and three points for every sack.

UNLIMITED FIELD GOAL RANGE
Enter I76X3T as a code. For one half you receive unlimited field goal range.

FIRST AND FIVE
Enter O72E9B as a code. For one half your first down yards to go are set to five.

T.J. DUCKETT
Enter P67E1I as a code.

FUMBLITIS
Enter R14B8Z as a code. Your opponent's fumbles will increase by 75% for the game.

HUMAN PLOW
Enter L96J7P as a code. Your broken tackles will increase by 75% for the game.

LAME DUCK
Enter D57R5S as a code. For one half your opponent will throw lob passes.

FIRST AND 15
Enter V65J8P as a code. For one half your opponent must get 15 yards to get a first down.

MISTAKE FREE
Enter X78P9Z as a code. For one half you can't fumble or throw interceptions.

MR MOBILITY
Enter Y59R8R as a code. For one half your QB can't get sacked.

SUPER DIVE
Enter D59K3Y as a code. Your diving distance will increase by 75% for the game.

TIGHT FIT
Enter V34L6D as a code. For one half your opponent's uprights will be very narrow.

UNFORCED ERRORS
Enter L48G1E as a code. For one half your opponent will fumble every time he tries to juke.

TONY HAWK'S UNDERGROUND 2

INFINITE RAIL BALANCE
Go to Cheat Codes at the Options menu and type in the word "straightedge".

CHEAT MODE
Unlock all levels in Classic mode, then clear all the gaps in all 15 levels. All the cheat options will now appear in the cheats menu on the game options screen, and can be toggled on or off as desired.

PLAY AS NATAS KAUPAS
Go to Cheat Codes at the options menu, then type in the word "oldskool".

SECRET SKATERS
Here's what you'll unlock when you complete tasks and other stuff...

BEN FRANKLIN
Complete Boston in the game's Story Mode.

BULL FIGHTER
Complete Berlin in the game's Story Mode.

GRAFFITI TAGGER
Complete Berlin in the game's Story Mode.

JESSE JAMES
Complete Classic Mode on the Sick difficulty level.

JESTER
Complete New Orleans in the game's Story Mode.

NIGEL
Complete Story on the Sick Difficulty level.

PAULIE
Complete the Story Mode on the Sick difficulty level.

RYAN SHECKLER
Complete Skatopia in the game's Story Mode.

SHRIMP VENDOR
Complete Australia in the game's Story Mode.

STEVE-O
Complete Classic Mode on the normal difficulty level.

THE HAND
Complete Story Mode on the normal difficulty level.

ORIGINAL TONY HAWK
Complete Story Mode on the normal difficulty level.

PEDESTRIAN GROUP A
Complete Story Mode on the Easy difficulty level. Don't worry... it's easy!

PEDESTRIAN GROUP B
Complete Story Mode on the Normal difficulty level.

PEDESTRIAN GROUP C
Complete Story Mode on the Sick difficulty level.

PEDESTRIAN GROUP D
Complete Classic Mode on the Normal difficulty level.

PEDESTRIAN GROUP E
Complete Classic Mode on the Sick difficulty level.

PEDESTRIAN GROUP F
Complete 100% of the game's Story mode.

PEDESTRIAN GROUP G
Complete 100% of the game's Classic mode.

PHIL MARGERA
Complete Story on the Easy difficulty level.

PRO SKATER LEVEL
Complete Story mode.

MOVIES

WORLD DESTRUCTION TOUR MOVIE
Complete Story mode

CHEAT CODES MOVIE
Get all the gaps on all 15 levels.

PRO BAILS MOVIE 1
Complete Classic Mode.

PRO BAILS MOVIE 2
Complete Story Mode 100%

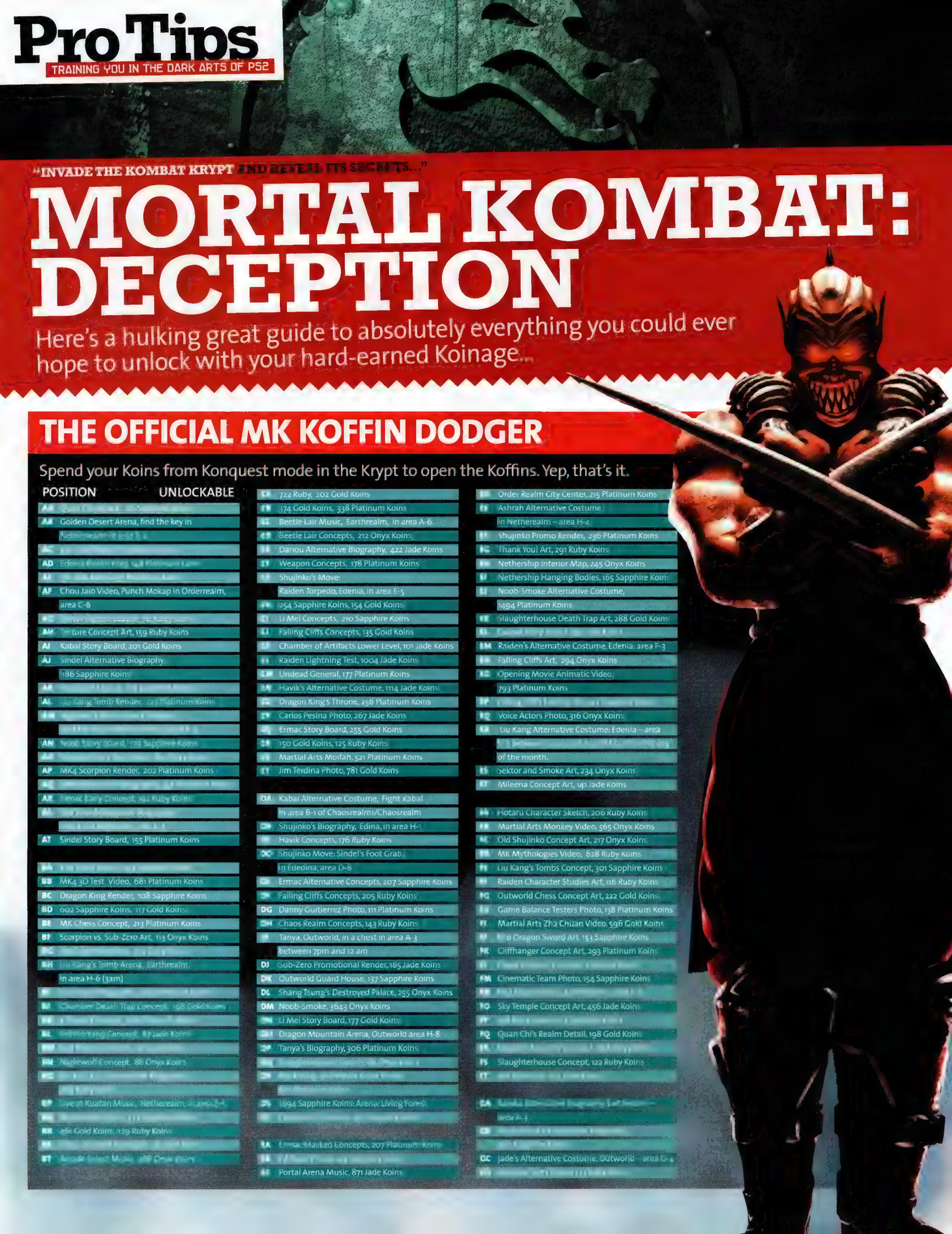
NEVERSOFT SKATES MOVIE
Complete Classic Mode 100%.

PASS MY BALL OR I'LL
YOU!
NOT IF I
YOU FIRST!
WANT ME TO COME OUT
THERE AND
THE
BOTH OF YOU?
PlayStation.2
3+
Settle scores.
Humiliate your mates online or with a Multitap using 15 all new upgradeable weapons.
7 cutting-edge gadgets and combat vehicles, now available for the ultimate destruction
INSOMNIAC For more ideas on how to settle your scores see www.ratchetandclank3.com
FUN ON TONE?
PlayStation.2

"INVADE THE KOMBAT KRYPT AND REVEAL ITS SECRETS..."

MORTAL KOMBAT: DECEPTION

Here's a hulking great guide to absolutely everything you could ever hope to unlock with your hard-earned Koinage...



THE OFFICIAL MK KOFFIN DODGER

Spend your Koins from Konquest mode in the Krypt to open the Koffins. Yep, that's it.

POSITION	UNLOCKABLE
AA	[illegible]
AB	Golden Desert Arena, find the key in [illegible]
AC	[illegible]
AD	[illegible]
AE	[illegible]
AF	Chou Jaio Video, Punch Mokap in Orderrealm, area C-6
AG	[illegible]
AH	[illegible]ture Concept Art, 159 Ruby Koins
AI	Kabal Story Board, 201 Gold Koins
AJ	Sindel Alternative Biography 186 Sapphire Koins
AK	[illegible]
AL	[illegible] Tomb Render, 227 Platinum Koins
AM	[illegible]
AN	Noob Story Board, [illegible] Sapphire Koins
AO	[illegible]
AP	MK4 Scorpion Render, 202 Platinum Koins
AQ	[illegible]
AR	Ermac Early Concept, 342 Ruby Koins
AS	[illegible]
AT	Sindel Story Board, 155 Platinum Koins
AU	[illegible]
BB	MK4 3D Test Video, 681 Platinum Koins
BC	Dragon King Render, 108 Sapphire Koins
BD	602 Sapphire Koins, 117 Gold Koins
BE	MK Chess Concept, 213 Platinum Koins
BF	Scorpion vs. Sub-Zero Art, 113 Onyx Koins
BG	[illegible]
BH	Liu Kang's Tomb Arena, Earthrealm in area H-6 (3am)
BI	[illegible]
BJ	[illegible] Death Trap Concept, 198 Gold Koins
BK	[illegible]
BL	[illegible] Concept, 87 Jade Koins
BM	[illegible]
BN	Nightwolf Concept, 86 Onyx Koins
BO	[illegible]
BP	Live at Kuatan Music, Netherealm, in area [illegible]
BQ	[illegible]
BR	481 Gold Koins, 129 Ruby Koins
BS	[illegible]
BT	[illegible] Music, [illegible] Gold Koins
CA	722 Ruby, 202 Gold Koins
CB	374 Gold Koins, 338 Platinum Koins
CC	Beetle Lair Music, Earthrealm, in area A-6
CD	Beetle Lair Concepts, 212 Onyx Koins
CE	Daniou Alternative Biography, 422 Jade Koins
CF	Weapon Concepts, 178 Platinum Koins
CG	Shujinko's Move: Raiden Torpedo, Edenia, in area E-5
CH	254 Sapphire Koins, 154 Gold Koins
CI	Li Mei Concepts, 210 Sapphire Koins
CJ	Falling Cliffs Concepts, 135 Gold Koins
CK	Chamber of Artifacts Lower Level, 101 Jade Koins
CL	Raiden Lightning Test, 1004 Jade Koins
CM	Undead General, 177 Platinum Koins
CN	Havik's Alternative Costume, 1114 Jade Koins
CO	Dragon King's Throne, 256 Platinum Koins
CP	Carlos Pesina Photo, 267 Jade Koins
CQ	Ermac Story Board, 255 Gold Koins
CR	150 Gold Koins, 125 Ruby Koins
CS	Martial Arts Moifah, 521 Platinum Koins
CT	Jim Terdina Photo, 781 Gold Koins
DA	Kabal Alternative Costume, Fight Kabal in area B-1 of Chaosrealm1/Chaosrealm
DB	Shujinko's Biography, Edina, in area H-1
DC	Havik Concepts, 176 Ruby Koins
DD	Shujinko Move: Sindel's Foot Grab in Ededina, area D-8
DE	Ermac Alternative Concepts, 207 Sapphire Koins
DF	Falling Cliffs Concepts, 205 Ruby Koins
DG	Danny Guitierrez Photo, 111 Platinum Koins
DH	Chaos Realm Concepts, 143 Ruby Koins
DI	Tanya, Outworld, in a chest in area A-3 between 7pm and 12 am
DJ	Sub-Zero Promotional Render, 185 Jade Koins
DK	Outworld Guard House, 137 Sapphire Koins
DL	Shang Tsung's Destroyed Palace, 255 Onyx Koins
DM	Noob-Smoke, 3643 Onyx Koins
DN	Li Mei Story Board, 177 Gold Koins
DO	Dragon Mountain Arena, Outworld area H-8
DP	Tanya's Biography, 306 Platinum Koins
DQ	[illegible]
DR	[illegible]
DS	1694 Sapphire Koins: Arena: Living Forest
DT	[illegible]
EA	Ermac, Masked Concepts, 207 Platinum Koins
EB	[illegible]
EC	Portal Arena Music, 871 Jade Koins
ED	Order Realm City Center, 215 Platinum Koins
EE	Ashrah Alternative Costume in Netherealm – area H-4
EF	Shujinko Promo Render, 236 Platinum Koins
EG	Thank You! Art, 291 Ruby Koins
EH	Nethership Interior Map, 245 Onyx Koins
EI	Nethership Hanging Bodies, 165 Sapphire Koins
EJ	Noob-Smoke Alternative Costume, 1494 Platinum Koins
EK	Slaughterhouse Death Trap Art, 288 Gold Koins
EL	[illegible]
EM	Raiden's Alternative Costume, Edenia: area F-3
EN	Falling Cliffs Art, 294 Onyx Koins
EO	Opening Movie Animatic Video, 793 Platinum Koins
EP	[illegible]
EQ	Voice Actors Photo, 316 Onyx Koins
ER	Liu Kang Alternative Costume: Edenia – area [illegible] of the month.
ES	Sektor and Smoke Art, 234 Onyx Koins
ET	Mileena Concept Art, 141 Jade Koins
FA	Hotaru Character Sketch, 206 Ruby Koins
FB	Martial Arts Monkey Video, 565 Onyx Koins
FC	Old Shujinko Concept Art, 217 Onyx Koins
FD	MK Mythologies Video, 628 Ruby Koins
FE	Liu Kang's Tombs Concept, 301 Sapphire Koins
FF	Raiden Character Studies Art, 116 Ruby Koins
FG	Outworld Chess Concept Art, 222 Gold Koins
FH	Game Balance Testers Photo, 138 Platinum Koins
FI	Martial Arts Zha Chuan Video, 596 Gold Koins
FJ	[illegible] Dragon Sword Art, 153 Sapphire Koins
FK	Cliffhanger Concept Art, 293 Platinum Koins
FL	[illegible]
FM	Cinematic Team Photo, 154 Sapphire Koins
FN	[illegible]
FO	Sky Temple Concept Art, 456 Jade Koins
FP	[illegible]
FQ	Quan Chi's Realm Detail, 198 Gold Koins
FR	[illegible]
FS	Slaughterhouse Concept, 122 Ruby Koins
FT	[illegible]
GA	[illegible] in area A-3
GB	[illegible]
GC	Jade's Alternative Costume, Outworld – area [illegible]
GD	[illegible]

TL Golden Desert Music, Netherrealm City – area

"MAKE YOUR GOLF GAME ROAR LIKE A TIGER"

TIGER WOODS PGA TOUR 2005

Reduce your handicap by leaps and bounds and earn the respect of the professionals with PSM2's exhaustive guide.

EXTRA COURSES

You start the game with 11 courses already unlocked, but there's more for the taking. Here's how you get them...

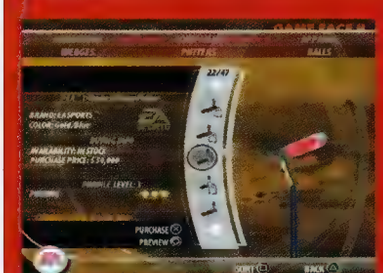
COURSE	HOW TO UNLOCK
Greek Isles	Earn $1,500,000
Paradise Cover	Earn $2,000,000
Emerald Dragon	Earn $1,000,000
Legend Compilation #1	Defeat Hogan in Legend Tour
Legend Compilation #2	Defeat Player in Legend Tour
Legend Compilation #3	Defeat Ballesteros in Legend Tour
Legend Compilation #4	Defeat Palmer in Legend Tour
Legend Compilation #5	Defeat Nicklaus in Legend Tour
Tiger's Dream 18	Defeat Woods in Legend Tour
The Hustler's Dream 18	Defeat Hustler in Legend Tour
EA Sports Favourites	Earn $5,000,000
Mean8teen	Earn $10,000,000
Fantasy Specials	Earn $15,000,000

THE GOOD GEAR GUIDE

Aside from the characters and courses, the main bulk of the unlockables in *Tiger Woods 2005* are to be found right here, in the shop. From big swings to phat blings, you'll find everything here to customise your character to within an inch of his or her life.

1 Whenever you beat someone and new items become available (you'll know this from a message that flashes up onscreen) go to pro shop search, then select the status option and select new. Now all of the recent additions will be listed to browse through easily.

2 Keep referring to the featured items list in each shop category. Here you'll find a selection of items that are temporarily in a sale, most often for half-price. If money is tight then you'll be sure to find some real bargains here.



3 When shopping for new items, check the profile level at the bottom of the screen. If an item is high in the nine categories (power, power boost, driving accuracy, ball striking, approach, putting, recovery, spin and luck) you will be able to modify your character's stats so that they are boostable up to a massive 110%.

4 By performing well in the game, you will be offered sponsorship deals. You get a whopping signing-on bonus (which is yours to keep regardless of whether you bother promoting their gear or not) and are awarded further cash bonuses for each item of clothing or equipment made by that particular manufacturer you wear in a round.

LEGEND TOUR TIPS FOR THE TOPS

In Tiger Woods 2005's main mode you must prove your golfing pedigree by beating a bunch of unsavoury swingers before taking on the legends at their own game to earn a shot at gunning down the main man, Sunday Tiger Woods. Here's how...

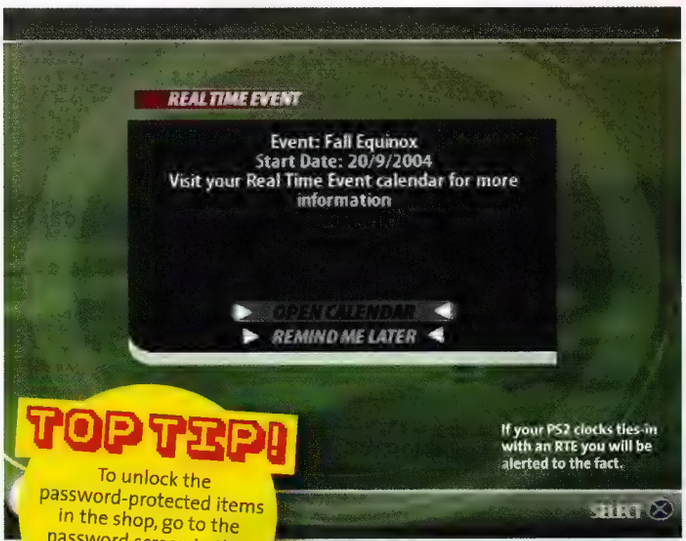
1 Work through each of the Legend's challenges simultaneously, playing the first character from one, then the first character of the second, and so on. This way you'll gradually get money to build up your stats.

2 Once you've spent money on stat-boosting, keep some funds back to place a wager on the matches, this way you'll earn extra money – but you have to win or you'll lose your stake.

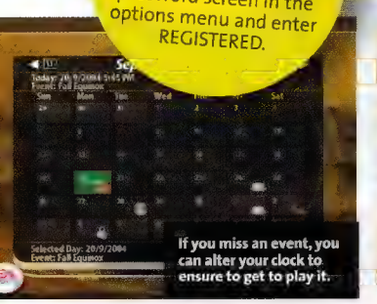
3 Play it safe and match your rivals for club selection and shot direction – only take a chance on the green when you don't risk slicing balls, suffering water hazards and the like.

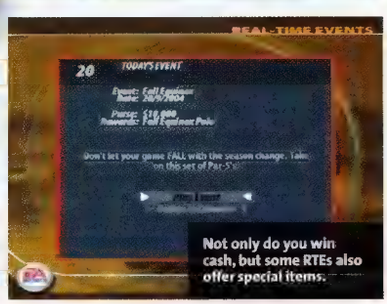
RTE CALENDAR

One of the coolest features about *Tiger Woods PGA Tour 2005* – like the 2004 version – is the Real-Time Event (RTE) Calendar. By monitoring your PS2's internal clock, the game will unlock special date-sensitive events for you to compete in, for one day only. You can collect $10,000 for each RTE event you win, but a lot of these events also unlock special items in the shop if you complete them successfully. This chart details which events give you unlockable prizes, but remember: you don't have to wait for the specific date to come around, simply start up your PS2 without a disc in and change the date on the system configuration screen. Then just load up the game and you'll be automatically prompted to play the RTE from the start.


REAL TIME EVENT
Event: Fall Equinox
Start Date: 20/9/2004
Visit your Real Time Event calendar for more information
OPEN CALENDAR
REMIND ME LATER
If your PS2 clocks ties-in with an RTE you will be alerted to the fact.
SELECT

TOP TIP!
To unlock the password-protected items in the shop, go to the password screen in the options menu and enter REGISTERED.





CHANGE DATE TO	EVENT	PRIZE
20/9/04	Fall Equinox	Equinox Polo (shirt)
28/9/04	Full Moon	EA Full Spin (balls)
06/10/04	Alastair McFadden's Birthday	Alastair's Scottish Cap/Traditional Kilt
12/10/04	Reginald Weathers' Birthday	Reg's African Hat
15/10/04	Harbour Town Challenge	Harbour Town Solid Polo (shirt)
28/10/04	Lunar Eclipse	EA Sports Lunar Eclipse Classics (glasses)/Wizard Cap
03/11/04	Fancourt Links Challenge	Fancourt Links Solid Polo (shirt)
25/11/04	Thanksgiving	Thanksgiving Turtleneck (shirt)
02/12/04	EA Sports Day	EA Custom Colour Shafts
08/12/04	Hanukkah	EA RTE Putter
21/12/04	Winter Solstice	Winter Solstice Wind Shirt
30/12/04	Tiger Woods' Birthday	Nike One Gold (balls)/RTE Wedges
02/01/05	Paradise Cove Challenge	Paradise Cove Solid Polo (shirt)
18/01/05	EA Sports Event	EA Custom Colour Shafts
31/01/05	The Hustler's Birthday	The Hustler's Classic Slacks (x3) The Hustler's Swing (animation)
08/02/05	Mardi Gras	EA Sports Propeller Hat
14/02/05	Valentine's Day	Valentine's Mock (shirt)
12/03/05	Bujiro 'Bud' Tanaka's Birthday	Tanaka's Heavy Lumber (shafts)
01/04/05	April Fool's Day	Fools Mock (shirt)
22/04/05	Earth Day	EA Sports Straw Hat
02/06/05	Ty Tryon's Birthday	Ty Tryon's Swing (animation)
02/07/05	Edgewood GC Challenge	Edgewood GC Solid Polo (shirt)
02/08/05	Sherwood CC Challenge	Sherwood CC Solid Polo (shirt)
21/08/05	Hunter Elmore's Birthday	Steelhead's Lucky Cammo Shorts
08/09/05	EA Sports Event	EA Custom Colour Shafts
19/11/05	EA Sports Event	EA Custom Colour Shaft

TROPHY BALLS

With more trophies and bonuses to win than ever before, it's just as well that EA Sports has included your very own museum wing in which to store them all. Here's what you can bag and how...

BALL	DESCRIPTION	HINT
Long Drive Challenge	Hit a drive over 350 yards	Max-out your power and power boost stats and combine them.
Fairway Challenge	Hit every fairway in a round	Take your time, avoid power boosting and keep swinging until you hit it straight.
Pin Seeker	Hit the flag pole	This can be done on a long putt or by chipping it in from off the green.
Chip In Challenge	Sink the ball from 30 yards	You must not already be on the green.
Birdie Streak	Get 6 birdies in a row	Get your stats up in Legends mode then this should be easy enough in PGA Tour Season mode
Back-to-Back Eagles	Get 2 eagles in a row	Try this on the Coeur d'Alene course on a par four followed by a five
Top Of The Tournaments	Win every tournament in PGA Tour Season mode	With maxed stats, this is a doddle.
Legend Tour	Complete Legend Tour mode	This is your main aim in the game, so work at it.
My First Eagle	Sink an eagle	Well, it's going to happen sooner or later.
My First Tournament Win	Place first in any tournament	Pretty straightforward, really.
My First Bogey Free Round	Complete a round without finishing a hole one over par	With experience and a familiar course, this is easy.
100% Complete	Complete the game	Complete, finish, win everything – monitor the Trophy Room for progress reports.

ADDITIONAL EQUIPMENT

Here's the pick of the bunch of state-of-the-art equipment. Not only is the highlighted kit sleek and desirable, it will also help maximise your performance, which can't be a bad thing.

ITEM	HOW TO UNLOCK	MODIFIERS
Eagle Series Driver	Win the Eagle Hunt trophy ball	Power (4)/Power Boost (4)
Legend Tour Series Driver	Defeat Arnold Palmer's Challenge	Power (4)/Power Boost (2)
Golden Collectors Edition Driver	Win gold in the Palmer Challenge	Power (4)
		Power Boost (2)
EA Throwback Driver	Get Most PGA Tour Wins in One Year	Power (4)/Power Boost (2)
EA Ltd Game Over Driver	Win the 100% Completion trophy ball	Power (4)/Power Boost (2)
EA Level Two-5 Driver	Dream 18 Prestige of 85 required	Power (4)/Power Boost (2)
EA 200% Club Driver	Obtain 200% completion	Power (4)/Power Boost(2)
Nike T-40	Nike sponsorship required	Driving Accuracy (4)
ERC Fusion	Callaway sponsorship required	Driving Accuracy (4)
Launcher	Cleveland Golf sponsorship required	Driving Accuracy (4)
G2	Ping sponsorship required	Driving Accuracy (4)
Rescue Mid	TaylorMade sponsorship required	Driving Accuracy (4)
Rescue Fairway	TaylorMade sponsorship required	Driving Accuracy (4)
King Cobra S2	Cobra sponsorship required	Driving Accuracy (4)
Dream 18 Edition Woods	Defeat five challengers on your Dream 18	Driving Accuracy (4)
Golden Collectors Edition Woods	Win gold in the Nicklaus Challenge	Power (4)
		Power Boost (3)
EA Diamond Series	Earn Superstar status	Ball Striking (4)
EA 200% Club Irons	Obtain 200% game completion	Ball Striking (4)
EA Eagle Series	Win the My First Double Eagle trophy ball	Ball Striking (4)
RAC HT Irons	TaylorMade sponsorship required	Ball Striking (4)
King Cobra SS-i	Cobra sponsorship required	Ball Striking (4)
RG Designs Players Blades	Dunlop sponsorship required	Ball Striking (4
S59	Ping sponsorship required	Ball Striking (4)
TA2 Irons	Cleveland Golf sponsorship required	Ball Striking (4)
Big Bertha '04	Callaway Golf sponsorship required	Ball Striking (4)
Nike Slingshot	Nike sponsorship required	Ball Striking (4
Big Bertha Forged Chrome	Callaway Golf sponsorship required	Approach (4)
CG10 Wedges	Cleveland Golf sponsorship required	Approach (4)
Ping Wedges	Ping sponsorship required	Approach (4)
RAC Black	TaylorMade sponsorship required	Approach (4)
RG Designs	Dunlop sponsorship required	Approach (4)
King Cobra SS-i	Cobra sponsorship required	Approach (4)
EA Diamond Series	Earn superstar status	Approach (4)
Nike Blue Chip OZ	Nike sponsorship required	Putting (4)
Odyssey White Hot 2-Ball	Odyssey Golf sponsorship required	Putting (4)
Designed By	Cleveland Golf sponsorship required	Putting (4)
Tour Blue	Callaway Golf sponsorship required	Putting (4)
Voodoo	Never Compromise sponsorship required	Putting (4)
Eagle Series	Win the Eagle Hunt trophy ball	Putting (4)
EA Diamond Series	Earn superstar status	Putting (4)
Revolution Time	Maxfli sponsorship required	Spin (4)/Power Boost (3)
Revolution EXT	Maxfli sponsorship required	Spin (3)/Power Boost (4)
LoCo Pro HT	Dunlop sponsorship required	Spin (4)/Power Boost (4

ITEM	HOW TO UNLOCK	MODIFIERS
Nike One Gold	Defeat Tiger Woods on his birthday	Spin (4)/Power Boost (4)
Nike One TW Spec	Only available online	Spin (4)/Power Boost (4)
Tiger's Nike One	Only available online	Spin (4)/Power Boost (4)
In The Hunt	Get Cut Streak Tracking Tiger trophy ball	Spin (4)/Power Boost (4)
Legend Tour Series Ball	Win all six challenges on Your Dream 18	Spin (4)/Power Boost (4)
The Hustler's Lucky 8-Ball	Defeat The Hustler in the Legend Tour	Spin (4)/Power Boost (4)
Dynamic Gold X100	True Temper sponsorship required	Power Boost (3)
		Driving Accuracy (4)
ProLaunch X	Grafalloy sponsorship required	Power Boost (4)
		Driving Accuracy (3)
Blue X	Grafalloy sponsorship required	Power Boost (4)
		Driving Accuracy (3)
Dri-FIT Tour	Nike sponsorship required	Driving Accuracy (4)
		Recovery (4)
Maxfli Tour Limited	Maxfli sponsorship required	Driving Accuracy (4)
		Recovery (4)
Dawn Patrol	Callaway Golf sponsorship required	Driving Accuracy (4)
		Recovery (4)
Legend Edition Series Glove	Win all six challenges on Your Dream 18	Driving Accuracy (4)
		Recovery (4)

TOP TIP!

To unlock all the courses and golfers, go to the password screen in the options menu and enter THEGIANTOYSTER.

APPAREL

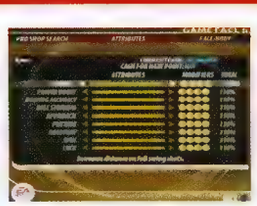
Garments look good and increase your abilities too...

ITEM	HOW TO UNLOCK	MODIFIERS
EA Sports Argyle Shirt Collection	Defeat Jesper Parnevik in the Legend Tour	Luck (4)
EA Sports Hawaiian Shirts	Defeat Rich Beem in the Legend Tour	Luck (4)
Easter Polo Ltd	Complete the East RTE	Luck (4)
4-Leaf Lucky Polo	Win St. Patrick's Day RTE	Luck (4)
Bunjiro's 'On Fire' Button Down	Defeat Bud Tanaka in the Legend Tour	Luck (4)
Jeb McGraw's Cowboy Shirt	Defeat Jeb McGraw in the Legend Tour	Luck (4)
Haunted Polo	Complete the Halloween RTE	Luck (4)
Carbon Fiber Hooded Fleece	Defeat four challenges on Your Dream 18	Driving Accuracy (3)
		Recovery (3)
Perimeter Full Zip Jacket	Earn Superstar status	Driving Accuracy (4)/Recovery (3)
EA Sports Outerwear	Defeat four Challenges on Your Dream 18	Driving Accuracy (4)
		Recovery (4)
The Hustler's Classic Slacks	Defeat 'The Hustler' on his birthday in RTE	Luck (4)
Steelhead's Lucky Cammo Shorts	Defeat Hunter Elmore on his birthday	Luck (4)
EA Sports Plaid Collection	EA sponsorship required	Luck (4)
Gore-Tex Storm-FIT Pant	Nike sponsorship required	Driving Accuracy (4)
ClimaShell Storm Rain Pant	Adidas sponsorship required	Driving Accuracy (4)
Blade Pant	Oakley sponsorship required	Driving Accuracy (4)
Clima Cool Slingback	Adidas sponsorship required	Recovery (4)
Traxion Paragon	Adidas sponsorship required	Recovery (4)
Nike Air Sandal	Nike sponsorship required	Recovery (4)
Rawhide Cowboy Boot	Defeat Jeb McGraw on his borthday in RTE	Recovery (4)
The Hustler's Wing Tips	Defeat The Hustler in the Legend Tour	Recovery (4)
EA Sports Collection	Dream 18 Prestige of 60 required	Recovery (4)
Tiger Woods FLEXFIT cap	Only available online	Luck (4)
Men's Contrast Cap	Adidas sponsorship required	Luck (3)
2x2 Beanie	Oakley sponsorship required	Luck (3)
Federa	Unlock two courses for Tiger Proofing	Luck (3)
The Hustler's Brim	Defeat The Hustler in Legend Tour	Luck (4)
Brown Paper Bag	Defeat Sunday Tiger Woods in Legend Tour	Luck (4)

ACCESSORIES

Simple wristbands or diamond-encrusted tooth caps?

ITEM	HOW TO UNLOCK	MODIFIERS
Hyperion Round II	Nike sponsorship required	Luck (4)
Sport Vision Physics	Tag Heuer sponsorship required	Luck (4)
Half Jacket	Oakley sponsorship required	Luck (4)
EA Sports Aviators (Gold)	EA Sports sponsorship required	Luck (4)
Golden Collectors Edition Glasses	Win gold in the Pressure Putts scenario	Luck (4)
Time Bomb	Oakley sponsorship required	Luck (4)
Exclusive Chronograph	Tag Heuer sponsorship required	Luck (4)
Ironman Timekeeper	EA Sports sponsorship required	Luck (4)
Legend Tour Collection	Defeat Seve Ballesteros in the Legend Tour	Luck (4)
Diamond Ring	Earn Superstar status	Luck (4)
Billy Bear's Turquoise Rings	Defeat Billy Hightower in the Legend Tour	Luck (4)
Diamond Necklace	Earn Superstar status	Luck (4)
Billy Bear's Turquoise Necklace	Defeat Billy Hightower in the Legend Tour	Luck (4)
Platinum Bull Ring	Earn Superstar status	Luck (4)
Diamond Stud Diamond Necklace	Earn Superstar status	Luck (4)
Diamond Bracelet	Earn Superstar status	Luck (4)
Billy Bear's Blue Wrist Band	Defeat Billy Hightower in the Legend Tour	Driving Accuracy (4)
Billy Bear's Bone Wrist Band	Defeat Billy Hightower in the Legend Tour	Driving Accuracy (4)
Reginald's African Wrist Band	Defeat Reginald Weathers in the Legend Tour	Driving Accuracy (4)
Gold/Diamond Fronts	In stock	Luck (4)
Platinum/Diamond Fronts	In stock	Luck (4)



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Broken Sword 3: S. Dragon
Burnout 3: Takedown
Chronicles of Riddick
Conflict: Vietnam
Def Jam: Fight for New York
DRIV3R
Fable
Grand Theft Auto 3
Grand Theft Auto: Vice City
Halo
Hunter: The Reckoning
Juiced
Medal of Honor Frontline
Need for Speed Undergr'nd
Ninja Gaiden
OutRun 2
Project Gotham Racing 2
Rainbow Six 3
Run Like Hell
Second Sight
Secret W. Over Normandy
Sega GT 2002
Shellshock Nam '67
Silent Hill 4: The Room
Sims: Bustin' Out
Spider-Man: The Movie 2
Splinter Cell 2: Pandora T.
Star Wars: Battlefront
Star Wars: Knights Old Rep.
Tenchu: Ret. from Darkness
Terminator 3 R.of Machines
Terminator 3: Redemption
The Great Escape
The Thing
Tiger Woods Golf 2005
Time Splitters 2
Tony Hawk's Underground 2
Van Helsing
Plus Many More...

GAMECUBE

Beyblade
BloodRayne
Defender
Die Hard: Vendetta
Medal of Honor Frontline
Metroid Prime
Nightfire
Pokemon Colosseum
Prince of Persia: S. of Time
Resident Evil
Resident Evil Zero
Scooby Doo: Night of 100 F.
Second Sight
Simpsons: Hit & Run
Sims: Bustin' Out
Sonic Mega Collection
Spider-Man: The Movie 2
Star Wars: Rebel Strike
Starfox Adventures
Terminator 3: Redemption
The L.of Zelda: Majora's M.
The L.of Zelda: Oc. of Time
The L.of Zelda: W. Waker
WWE Day of Reckoning
Plus Many More...

PS ONE

Broken Sword
Com. & Conq.: Red Alert
Command & Conquer
Driver 2
Hogs of War
LMA Manager 2001
LMA Manager 2002
Metal Gear Solid
Mission Impossible
Parasite Eve 2
Resident Evil 3: Nemesis
Tomb Raider 2
Tomb Raider 4: Last Revel.
Tomb Raider 5: Chronicles
Yu-Gi-Oh! Forbidden Mem.
Plus Many More...

PLAYSTATION 2

A = 0 1
Ace Combat 4: Shat. Skies
Activision Anthology
Aero Elite: Comb. Academy
Age of Empires 2
Airblade
Alias
Aliens vs Predator:Extinction
All Star Baseball 2002
Alone in the Dark 4
Alter Echo
America's 10 Most Wanted
Angel of Darkness
Arc the Lad:Twilight of Spirit
Armoured Core 2
Army Men: Sarge's War
Auto Modellista

B = 0 2
Backyard Wrestling
Bad Boys 2
Baldur's Gate: D. Alliance 2
Baldur's Gate: Dark Alliance
Batman Vengeance
Battle Engine Aquila
Battlestar Galactica
Beyond Good and Evil
Blade 2
BloodRayne
BlowOut
BMX XXX
Bond 007: Agent Under Fire
Bond 007: E. or Nothing
Bounty Hunter, Star Wars
Broken Sword 3: S. Dragon
Buffy 2: Chaos Bleeds
Burnout
Burnout 2 Point of Impact
Burnout 3: Takedown

C = 0 3
Cat in the Hat
Catwoman
Champions of Norrath
Chaos Legion
Citizen Kabuto, Giants
Clock Tower 3
Club Football
Club Football 2005
Colin McRae Rally 3
Colin McRae Rally 4
Conflict Zone
Conflict: Desert Storm
Conflict: Desert Storm 2
Conflict: Vietnam
Crash B'coot: Wr. of Cortex
Crash Nitro Kart
Crazy Taxi
Cricket 2002

D = 0 4
Dark Angel, J. Cameron's
Dark Cloud 2
Dave Mirra Freestyle BMX 2
Dead to Rights
Def Jam: Vendetta
Def Jam: Fight for New York
Defiance: Legacy of Kain
Desert Storm
Desert Storm 2
Devil May Cry
Die Hard: Vendetta
Dino Stalker
Disgaea: Hour of Darkness
Disney's D. Duck Quack Att.
Dog's Life
Dragon Ball Z: Budokai
Dragon Ball Z: Budokai 2
Draken: Ancient Gates
Drakengard
DRIV3R
Dynasty Warriors 2
Dynasty Warriors 3
Dynasty Warriors 3: Xtr.Leg.
Dynasty Warriors 4

E = 0 5
Ecco the Dolphin
Eden, Project
England Int. Football
Enter the Matrix
Escape from Monkey Island
Euro 2004
Evil Dead: Fist. of Boomstick
Extermination
Eye Toy: Play

F = 0 6
F1 2002
Fallout:Brotherhood of Steel
FIFA 2003
FIFA 2004
FIFA Football 2005
Fight Night 2004
Final Fantasy X
Final Fantasy X-2
Finding Nemo
Fire Blade
Fire Warrior
Firefighter FD 18
Fisherman's Challenge
Forbidden Siren
Formula 1 2004
Freaky Flyers
Freedom Fighters
Freestyle Metal X
Futurama

G = 0 7
G1 Jockey
Getaway
Ghost Hunter
Ghost Master
Ghost Recon: Jungle Storm
Gladiator: S. of Vengeance
Gladius
Gran Turismo 3
Gran Turismo 4 Pro.Edition
Gran Turismo 4*
Grand Theft Auto 3
GTA: San Andreas*
Grand Theft Auto: Vice City
Gravity Games
Great Escape
Gregory Horror Show
Gumball 3000

H = 0 8
H.Potter & Chamber of Sec.
H.Potter & Philosopher's St.
H.Potter & Pris. of Azkaban
H.Potter: Quidditch W. Cup
Haunted Mansion
Haven: Call of the King
Headhunter
Headhunter: Redemption
Here Comes The Pain
Hitman 2: Silent Assassin
Hitman 3: Contracts
Hoodlum Havoc
Hulk
Hyper Street Fighter 2

I = 0 9
Indiana Jones: Emp.'s Tomb
Indycar Series
I-Ninja
International Football
Italian Job: L.A. Heist

J = 1 0
Jak 2: Renegade
Jak 3*
James Bond 007: Nightfire
James Bond: Agent Under F.
James Bond: E. or Nothing
Jekyll & Hyde
Judge Dredd:Dredd v Death
Jurassic Park: Op. Genesis

K = 1 1
Kessen 2
Kill.switch
Kingdom Hearts
Knight Rider
Knockout Kings 2002

L = 1 2
Lara Croft: Ang.of Darkness
Largo Winch
Leg. of Kain: Soul Reaver 2
Legacy of Kain: Defiance
Legaia: Duel Saga
Legend of Black Kat
Legends of Wrestling
LMA Manager 2003
LMA Manager 2004
LMA Manager 2005
Lord of the Rings: F. of Ring
Lord of the Rings: R.of King
Lord of the Rings: T. Towers
Lotus Challenge
Lowrider

M = 1 3
Mace Griffin: Bounty Hunter
Madden NFL 2005
Mafia
Man.United Manager 2005*
Manhunt
Mashed
Mat Hoffman's Pro BMX 2
Matrix, Enter the
Max Payne
Max Payne 2
Maximo
Medal of Honor Frontline
Medal of Honor: R. Sun
Metal Gear Solid 2
Metal Gear Solid 2: Subst.
Midnight Club
Midnight Club 2
Mike Tyson Boxing
Mission Impossible:O.Surma
Monkey Island: Escape from
Mortal Kombat: Deadly All.
Mortal Kombat: Deception*
Moto GP 3
Mummy Returns
MX 2002
MX Unleashed

N = 1 4
Naval Ops:Warship Gunner
Need for Speed Undergr'nd
Need for Speed Undergr.2*
NFL Street
Nightshade
No One Lives Forever

O = 1 5
Obscure
Off Road Wide Open
Oni
Onimusha 3: Demon Siege
Onimusha: Warlords
007 Agent Under Fire
007 Nightfire
007: Everything or Nothing

P = 1 6
Pac Man World 2
Pandora Tomorrow
Penny Racers
Premier Manager 2002
Premier Manager 2003
Primal
Prince of Persia: S. of Time
Prisoner of Azkaban
Prisoner of War
Pro Evolution Soccer 2
Pro Evolution Soccer 3
Pro Evolution Soccer 4*
Project Zero
Project Zero 2

R = 1 8
Rainbow Six 3
Ratchet and Clank
Ratchet and Clank 2
Ratchet and Clank 3*
Rayman 2: Revolution
Rayman 3
Red Dead Revolver
Red Faction
Red Faction 2
Reign Of Fire
Res. Evil: Code Veronica X
Resident Evil: Dead Aim
Resident Evil: Outbreak
Return to Castle Wolfenstein
Ricky Carmichael's MX 2002
Riding Spirits
Rise to Honor
Risk: Global Domination
Roadkill
Robot Wars
Rocky
Rocky Legends*
Rogue Ops
Rom. of Three Kingdoms 7
Rom. of Three Kingdoms 8
R-Type Final
Run Like Hell

S = 1 9
S'Bob S'Pants: R.P.Dutchman
Scooby Doo: Myst. Mayhem
Scooby Doo: Night of 100 F.
Second Sight
Secret W. Over Normandy
Seek and Destroy
Shadowman 2
Shellshock Nam '67
Shrek 2
Silent Hill 2
Silent Hill 3
Silent Hill 4: The Room
Simpsons: Hit & Run
Simpsons: Skateboarding
Sims
Sims: Bustin' Out
Smackdown! 3: Just Bring It
Smackdown! 5: H.C.T.Pain
Smash Court Tennis Pro 2
Smugglers Run
SOCOM 2: US Navy Seals
SOCOM: US Navy Seals
Sonic Heroes
Soul Calibur 2
Soul Reaver 2
Spawn: Armageddon
Sphinx & Cursed Mummy
Spider-Man: The Movie
Spider-Man: The Movie 2
Splinter Cell
Splinter Cell 2: Pandora T.
Spyro: Enter the Dragonfly
SSX 3
SSX Tricky
Star Trek: Elite Force
Star Trek: Shattered Univ.
Star Wars: Battlefront
Star Wars: Bounty Hunter
Star Wars: Clone Wars
Star Wars: Jedi Starfighter
Star Wars: Racer Revenge
Star Wars: Star Fighter
Starsky & Hutch
Starsky and Hutch 2*
Stuntman
Suffering
Summoner
Summoner 2
Super Bombad Racing
SWAT: Global Strike Team
Syphon Filter: Omega St.

T = 2 0
Tarzan Freeride
Tekken 4
Tekken Tag Tournament
Tenchu: Wrath of Heaven
Terminator 3 R.of Machines
Terminator: Dawn of Fate
The Getaway
The Getaway 2
The Italian Job: L.A. Heist
The Mummy Returns
The Return of the King
The Simpsons: Hit & Run
The Simpsons: Road Rage
The Sims
The Sims: Bustin Out
The Suffering
The Thing
Theme Park World
Thirteen (XIII)
This is Football 2003
This is Football 2004
Tiger Woods Golf 2002
Tiger Woods Golf 2003
Tiger Woods Golf 2004
Tiger Woods Golf 2005
Time Crisis 3
Time Splitters
Time Splitters 2
TOCA Race Driver
TOCA Race Driver 2*
Tom Clancy's Ghost Recon
Tom Clancy's Rainbow Six 3
Tom Clancy's: P.Tomorrow
Tomb Raider: Angel of Dark
Tony Hawk's Pro Skater 3
Tony Hawk's Pro Skater 4
Tony Hawk's Underground
Tony Hawk's Undergr. 2
Top Gun: Combat Zones
Total Club Manager 2004
Transformers
True Crime: Streets of LA

U = 2 1
UEFA Euro 2004
UFC: Sudden Impact

V = 2 2
Vampire Night
Van Helsing
Vice City, Grand Theft Auto
Viewtiful Joe
Virtua Tennis 2

W = 2 3
Warhammer: Fire Warrior
Warriors of Might & Magic
Way of the Samurai 2
Whiplash
Wolfenstein: Return to Castle
World Champ. Snooker '03
World Champ. Snooker '04
World Championship Rugby
World Rally Championship 3
Worms 3D
WWE Crush Hour
WWE Smackdown v Raw*
WWE Smackdown! 4: S.Y.M.
WWE Smackdown! 5: HCT?

X = 2 4
X-Files: Resist or Serve
XIII (Thirteen)
X-Men 2: Wolverine's Rev.
X-Men Legends
Xtreme G3

Y = 2 5
Yu-Gi-Oh! Duellists of Rose

Z = 2 6
Zone of Enders: 2nd Runne

0-9 = 2 7
007 Everything or Nothing
007 Nightfire
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THIS MONTH'S CHALLENGES

Unbeatable at games? Put YOUR high scores to the test against team PSM2!

CHALLENGE #1

BURNOUT 3

WE WANT
- Your highest Crash Mode scores.

RULES
- Tape your highest score on 'Cross Traffic'.

Cross Traffic is nice and early, so there's no excuse for not having a pop at this, reckons Dan G. Send us your best run on tape now!

THE BEST SCORES

YOUR NAME HERE	10,000

CHALLENGE #2

KILLZONE

WE WANT
- Win a 10 minute death match against 10 bots.

RULES
- No cheats, any level, any weapon set.

Dan D says battle against the clock and a crowd of bots. Oh, and make sure they aren't set to the lowest difficulty. Cheats.

THE BEST SCORES

YOUR NAME HERE	10,000

CHALLENGE #3

PRO EVO SOCCER 4

WE WANT
- Most goals in the first season of Master League.

RULES
- Must be on 5 star difficulty, any team.

You must use five stars, in ML DEFAULT Players mode. And don't try any cheeky editing – we can tell by just looking at the player AI.

THE BEST SCORES

YOUR NAME HERE	10,000

CHALLENGE #4

THUG 2

WE WANT
- Your highest score on the Australia level.

RULES
- Any skater, no stat upgrades.

Use a bog-standard pro skater and rack up a mighty score. Keep it mixed. Andy doesn't want 20 minutes of flatland repeats.

THE BEST SCORES

YOUR NAME HERE	10,000

CHALLENGE #5

DEF JAM: FIGHT FOR NY

WE WANT
- Your quickest victory against Busta Rhymes.

RULES
- No subway matches, any fighter, any arena.

Busta (or 'Magic' as he likes to be called) is a toughy, so Jorin wants you to KO him with as little fuss as possible, which is no mean feat.

THE BEST SCORES

YOUR NAME HERE	10,000

MOMENT OF THE MONTH!

Of all the tapes we received this month, this one impressed us the most...

20 Points

WE'LL MAKE YOU FAMOUS!

This section is reserved solely for whoever impresses us the most each month. If you've muscled through a game mode in double-quick time, found a stunning shortcut or simply done something freaky in a game, you'll be featured here. Best of all, your imagination is rewarded with double points (20).

YOUR GAME HERE!

INSANE CHALLENGE OF THE MONTH

THIS MONTH: SAN ANDREAS

15 Points

The section where we get you to do fun things for kicks.

Start a new game and swim over to one of the unlocked areas (Bone County might be your best bet). When your stars shoot up to four, take the car of your choice and see how long you can last against the SAPD's finest. If you're feeling particularly mental, try scaling Mt. Chilliad with SWAT teams constantly on your ass.

LAST MONTH'S WINNER ▶▶ **DANIEL DAWKINS**

CHALLENGE ZONE

grand theft auto San Andreas™

10 Points

SHOW US WHAT YOU'RE MADE OF

The possibilities are endless in PS2's greatest game...

This bit of the page is 'specially reserved for YOUR *San Andreas* action. We're after insane stunts, crazy events, physics abuse, extreme customization, secrets and pretty much anything you can record. The top four every month earn 10 bonus points. Check page 24 for some ideas to get you started.

CHALLENGE #6

10 Points

SSX 3

WE WANT

Your fastest Peak One Jam time.

RULES

Must use character with no stat upgrades.

Make your way down the Peak One Jam with a basic character. Can you clock it in less than six minutes? Shortcuts are the key.

THE BEST SCORES

YOUR NAME HERE 10,000
YOUR NAME HERE 10,000
YOUR NAME HERE 10,000

CHALLENGE #7

10 Points

SINGSTAR PARTY

WE WANT

Your highest score for 'Gold' by Spandau Ballet.

RULES

One or two players, highest difficulty setting.

This is a hard song, but also an excellent one, so enjoy yourself and aim for more than 7000 points. It's rock solid, believe us.

THE BEST SCORES

YOUR NAME HERE 10,000

CHALLENGE #8

10 Points

SMACKDOWN! VS RAW

WE WANT

Finish a Royal Rumble with one character.

RULES

Hard difficulty setting, any wrestler.

Knock through slabs of sweating men with just a single character to pass this challenge. Top tip; use someone big like The Undertaker.

THE BEST SCORES

YOUR NAME HERE 10,000
YOUR NAME HERE 10,000
YOUR NAME HERE 10,000

CHALLENGE #9

10 Points

SOUL CALIBUR 2

WE WANT

Finish arcade mode on hard double quick.

RULES

Any character, vary your move set.

This classic brawler requires thumbs of steel. Can you tear through arcade mode in under five minutes? Show us your skills.

THE BEST SCORES

YOUR NAME HERE 10,000

HOW TO ENTER

Be good at a game. Try to be original. We want to see your most amazing achievements.

Plug your PS2's SCART lead into your video, tune your TV to your video and tape your gameplay.

Send us your tape, a pic and the coupon to the left. Or email your pic to psm2@futurenet.co.uk

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FILL IN THIS FORM!

PSM2, PRO DOJO, FUTURE PUBLISHING, 30 MONMOUTH ST, BATH BA1 2BW

Challenge 1 ..... Challenge 2 .....
Challenge 3 ..... Challenge 4 .....
Challenge 5 ..... Challenge 6 .....
Challenge 7 ..... Challenge 8 .....
Challenge 9 .....

I also include (eg. Moment/Insane Challenge of the month)

.....

Name: ..... Age: .....
Address: .....

.....

.....

.....

I enclose...

☐ A photograph (with name on back) ☐ A video

ON THE DVD

We'll compile the best scores on our DVD every month so you can share the wealth – marked with this DVD symbol.

LEADER BOARD

1. **DANIEL GRIFFITHS** – 50 points
2. **DANIEL DAWKINS** – 40 points
3. **NATHAN** [illegible]

HOW SCORING WORKS

Points are clearly labelled – so you get 10 points for winning a challenge, while second place earns 8, third earns 6, fourth earns 4 and fifth earns 2. The Moment of The Month's worth a cool 20 points – i.e. double – and gets you on our DVD.

[illegible]BLOKE

9. **WINDOW CLEANER** – 2 points
10. **POSTROOM TED** – 1 point

BUBBLING UNDER...

The Cleaners ..... 1 point
The Cleaners ..... 1 point
The Cleaners ..... 1 point
The Cleaners ..... 1 point
The Cleaners ..... 1 point
The Cleaners ..... 1 point
The Cleaners ..... 1 point
The Cleaners ..... 1 point
The Cleaners ..... 1 point
The Cleaners ..... 1 point
The Cleaners ..... 1 point

LOOK-A-LIKES

We want your photos and created characters – does your dog resemble Dante? Think your mum looks like Dhalsim? Post us the evidence!

THIS MONTH...

Mel Gibson
Hateful Aussie Zealot

5 Points

Auron From FFX
Violent Sword Swinger

from Jack Peters, Newcastle
"The more you look, the more they blend into one another. it's bloody uncanny, like!"

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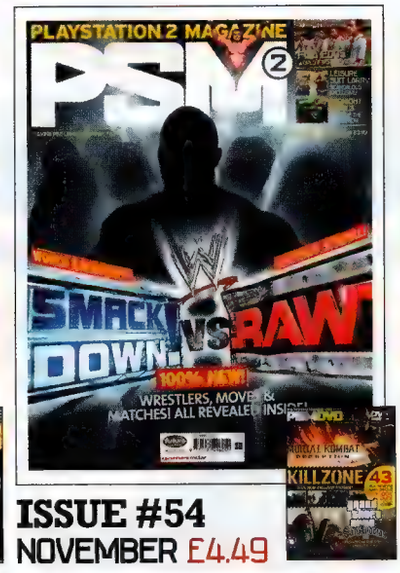

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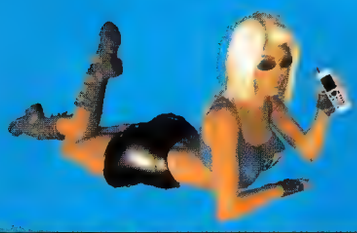

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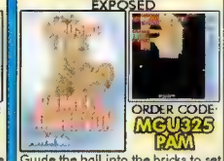
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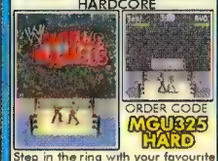
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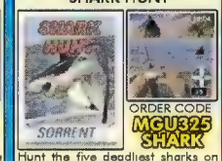
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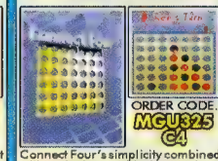
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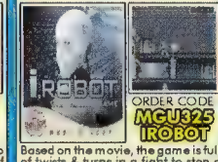
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Next M

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grand theft auto San Andreas

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9469 Natasha Bedingfield	0397 Michael Jackson
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4435 Usher	4443 Frankee
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5533 Maroon 5	9119 Britney Spears
2302 Girls Aloud	2726 Usher
1627 Nelly	2956 Danzel
6663 Eamon	4253 McFly
8400 Ultrabeat	9603 O Zone
1178 Maroon 5	4364 Cassidy Ft R Kelly
6718 D12	9874 Rachel Stevens
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9109 D-12	2317 Green Day
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8809 Busted	2977 The Streets

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8121 AFI	6788 Lost Prophets
5519 Ash	8836 Lost Prophets
3381 Auf Der Maur	1279 Lynyrd Skynyrd
8728 Black Sabbath	3764 Manic Street Preachers
7470 Blink 182	0602 Marilyn Manson
9152 Blink 182	2952 Marilyn Manson
8146 Darkness	0659 Metallica
8370 Darkness	0662 Metallica
1272 Deep Purple	8141 Motorhead
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8838 Funeral For A Friend	2979 Muse
9919 Goldie Lookin Chain	6368 Muse
3273 Good Charlottes	0414 Papa Roach
2317 Green Day	5818 Puddle of Mud
1275 Guns N' Roses	6448 Queens..Stone Age
6719 Him	6668 Rasmus
8638 Him	7946 RATM
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3987 Chingy	1962 Darren Hayes
3327 D-12	1243 Dj Otzi
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2310 Mase	5872 Scooter
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YOU CAN DO IT - ice cube	114816	124816
TILT YA HEAD BACK - nelly & christina a	114869	124869
SUNDAY MORNING - maroon 5	114866	124866
CALL ON ME - eric prydz	114436	124436
MY BOO - usher and alicia keys	114730	124730
BABY CAKES - 3 of a kind	114427	124427
MY PREROGATIVE - britney spears	114715	124715
RADIO - robbie williams	114717	124717
DROP IT LIKE ITS HOT - snoop dogg	114879	124879
BLINDED BY THE LIGHTS - the streets	114718	124718
NOTHING I WON'T DO - special d	114411	124411
MILLIONAIRE - kelis	114458	124458
LOSE MY BREATH - destiny's child	114703	124703

HOTTEST TONES	MONO	POLY
I LOVE THEM HOES - eamon	114088	124088
NOBODY'S HOME - avril lavigne	114700	124700
COMMON PEOPLE - w shatner vs joe jackson	114720	124720
NEVER REALLY WAS - marie winans	114405	124405
GHETTOMUSICK - outkast	114635	124635
DJ - jamelia	114680	124680
HOW YOU DO - frankee	114398	124398
WELCOME TO MY TRUTH - anastacia	114721	124721
UNWRITTEN - natasha bedingfield	114771	124771
THE NEW WORKOUT PLAN - kanye west	114724	124724
IRISH SON - brian mcfadden	114820	124820
KICK IN THE HEAD - westlife	114830	124830
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WHAT ARE YOU WAITING FOR - g stefani	114861	124861
MORE MORE MORE - rachel stevens	114661	124661
LOVE IS A MATTER OF DISTANCE - w young	114617	124617
SAND IN MY SHOES - dido	114504	124504
LOVE MACHINE - girls aloud	114506	124506
THESE WORDS ARE MY OWN - n bedingfield	114346	124346
LEAVE (GET OUT) - jojo	114198	124198
LEFT OUTSIDE ALONE - anastacia	113616	123616
SICK AND TIRED - anastacia	114205	124205
SOME GIRLS - rachel stevens	114213	124213

HIP HOP	MONO	POLY
MY PLACE - nelly	114500	124500
JESUS WALKS - kanye west	114266	124266
1 2 STEP - ciara and missy elliot	114858	124858
YOU GOT WHAT I WANT - snoop dogg	114809	124809
TRIPLE TROUBLE - the beastie boys	114625	124625
HOW COME - d12	114169	124169
GANGSTERS PARADISE - coolio	111128	121128
TIPSY - j-kwon	113648	123648

ESSENTIAL	MONO	POLY
SATISFACTION - benny benassi	112751	122751
IN DA CLUB - 50 cent	112440	122440
HEAVEN - dj sammy	112229	122229
DILEMMA - nelly feat. kelly rowland	112221	122221
LOSE YOURSELF - eminem	112289	122289
THE LOGICAL SONG - scooter	111965	121965

R 'N' B	MONO	POLY
MY NECK MY BACK - khia	112416	122416
CONFESSIONS PART 2 - usher	114219	124219
SAY HOW I FEEL - rhian benson	114855	124855
SHE'S GOT ME - daniel merriweather	114800	124800
ANGEL EYES - raghav	114871	124871
HAPPY PEOPLE - r kelly	114184	124184
BURN - usher	113800	123800
YEAH - usher feat ludacris & lil jon	113546	123546
I DON'T WANT YOU BACK - eamon	113519	123519
I DON'T WANT TO KNOW - marie winans	113805	123805

NU METAL	MONO	POLY
PREDICTABLE - good charlotte	114794	124794
PERSONAL JESUS - marilyn manson	114799	124799
GUILTY - the rasmus	114347	124347
I MISS YOU - blink 182	113552	123552

FOOTBALL	MONO	POLY
YOU'LL NEVER WALK ALONE -	111351	121351
SOCCER AM CATWALK - jean knight	112559	122559
MATCH OF THE DAY	111126	121126
12 CANTONA'S - man utd terraces	114826	124826

DANCE	MONO	POLY
FLASHDANCE - deep dish	114673	124673
DO YOU KNOW (I GO CRAZY) - angel city	114819	124819
BETTER THAN LIFE - ultrabeat	114377	124377
I WANT MORE - faithless	114561	124561
COME WITH ME - special d	113678	123678
LOLA'S THEME - shapeshifters	114192	124192
HOW WOULD YOU FEEL - david morales	114842	124842
PUMP IT UP - danzel	114845	124845
TAKE ME TO THE CLOUDS ABOVE - lmc	113456	123456

ROCK	MONO	POLY
SWEET CHILD O MINE - guns n roses	111258	121258
SHE WILL BE LOVED - maroon 5	114236	124236
NOVEMBER RAIN - guns n roses	112596	122596
SAME DIRECTION - hoobastank	114853	124853
FALL BEHIND ME - the donnas	114851	124851
BAT OUT OF HELL - meat loaf	111286	121286

URBAN	MONO	POLY
DRY YOUR EYES - the streets	114176	124176
YOURS FATALLY - big brovaz	114592	124592
STAND UP TALL - dizzee rascal	114390	124390
YOU'RE FIT DON'T YOU KNOW - streets	113880	123880
THE IRONY OF IT ALL - the streets	114351	124351

PARTY TIME	MONO	POLY
OOPS UPSIDE YOUR HEAD - dj casper	114656	124656
NEW YORK NEW YORK - frank sinatra	114675	124675
BUILD ME UP BUTTERCUP - foundations	113009	123009
NEVER GONNA GIVE YOU UP - rick astley	112550	122550
CENTREFOLD - the j geils band	112881	122881
SUMMER OF 69 - bryan adams	112531	122531
CHA CHA SLIDE - dj casper	113506	123506
U CANT TOUCH THIS - mc hammer	111616	121616

1960'S	MONO	POLY
TUBULAR BELLS - mike oldfield	111403	121403
SWEET HOME ALABAMA - lynyrd skynyrd	114798	124798
GLAD ALL OVER - dave clark 5	114671	124671
YOU REALLY GOT ME - the kinks	114073	124073
SOMETHING STUPID - frank sinatra	114649	124649

INDIE	MONO	POLY
MARY - scissor sisters	114541	124541
PROCESSED BEATS - kasabina	114825	124825
FOUR TO THE FLOOR - starsailor	113588	123588
LAURA - scissor sisters	114017	124017
THIS FIRE - franz ferdinand	114792	124792

THEME	MONO	POLY
ROCKY	112481	122481
X FACTOR	114836	124836
ONLY FOOLS AND HORSES	111369	121369
GOOD BAD AND THE UGLY	111181	121181
GREASE - frankie valli	114757	124757
MISSION IMPOSSIBLE	111121	121121
THE SIMPSONS	111132	121132
DIRTY DANCING	111249	121249
MUPPETS	111134	121134
TOP GUN	111860	121860
THE A TEAM	111115	121115
PINK PANTHER	111133	121133
AXEL F - beverley hills cop	111601	121601
BENNY HILL	111139	121139
ALWAYS LOOK ON THE BRIGHT SIDE	113865	123865
PHOENIX NIGHTS	112364	122364
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SWEET CHILD O MINE	171258	MY BAND	173795	CHA CHA SLIDE	173506
BURN	173800	I DON'T WANT TO KNOW	173805	HOTEL	173514
TURN ME ON	173100	SATISFACTION	172751	SICK AND TIRED	174205
LEAVE (GET OUT)	174198	P.I.M.P	172599	MOVE YA BODY	174218
YEAH	173546	U CANT TOUCH THIS	171616	ALWAYS LOOK ON THE	173865
GANGSTERS PARADISE	171128	IN DA CLUB	172440	EVERYBODY NEEDS	173793
MANDY	173228	BAT OUT OF HELL	171286	SUMMER OF 69	172531
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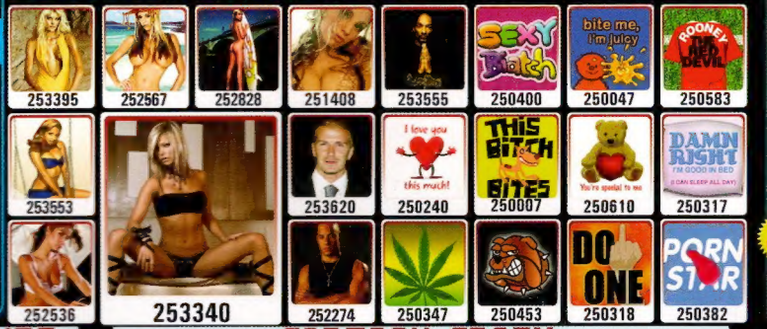

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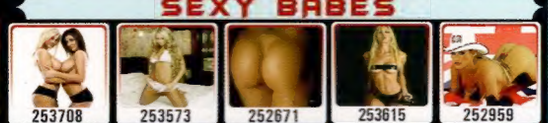

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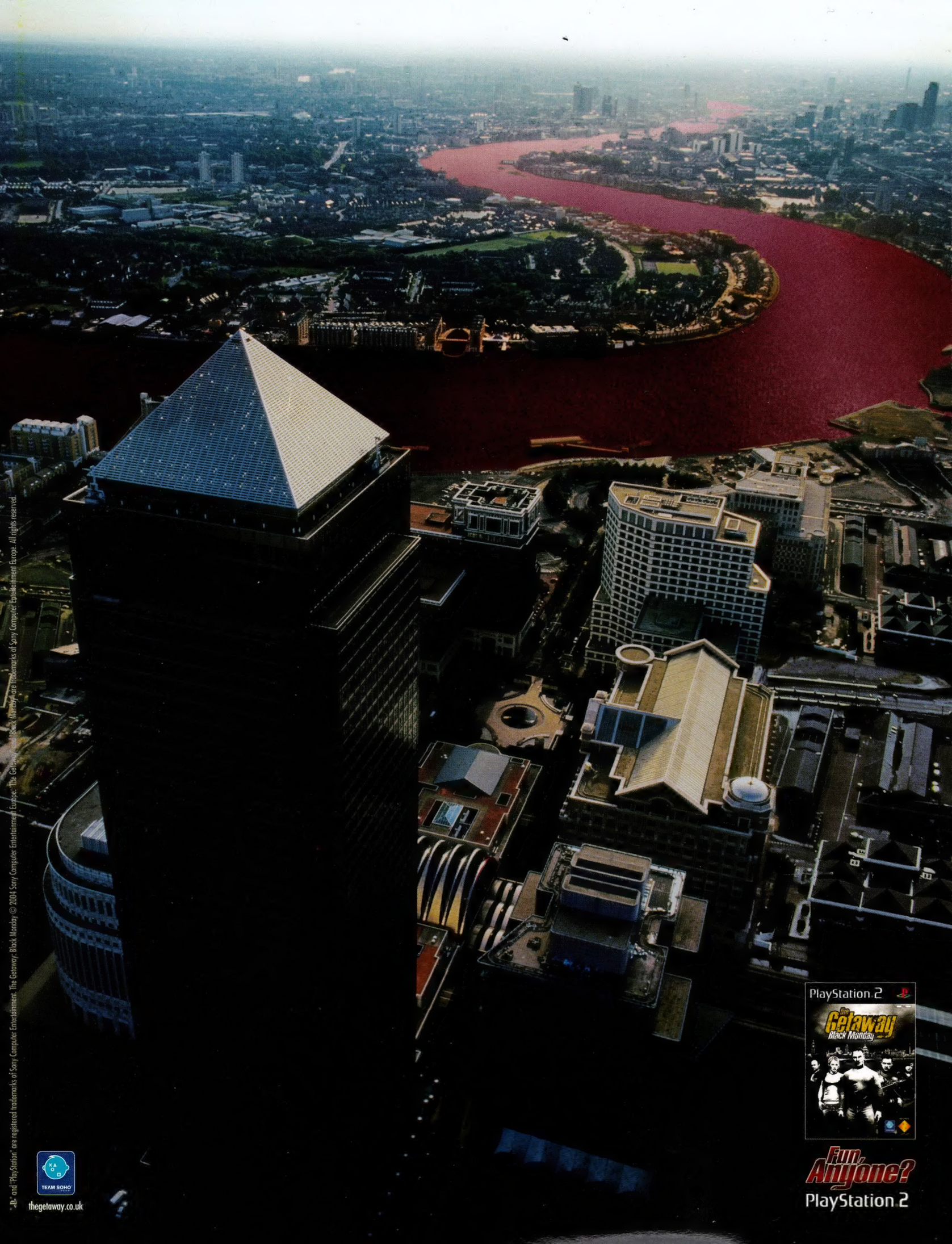

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